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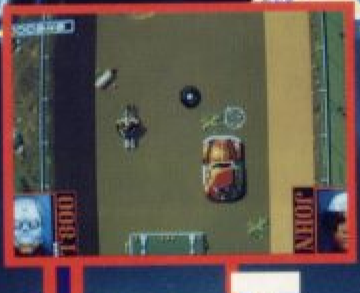
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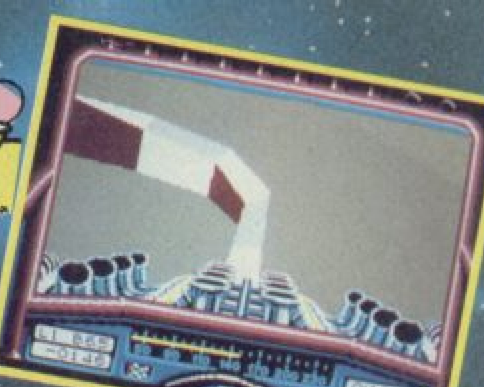
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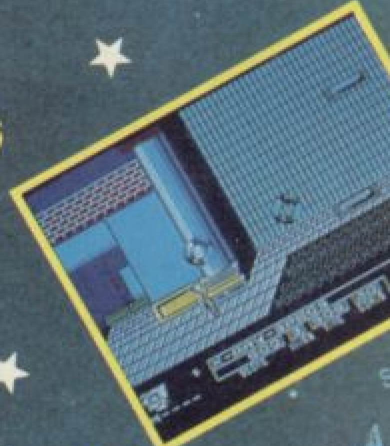






## CHRISTMAS CRACKERS 36

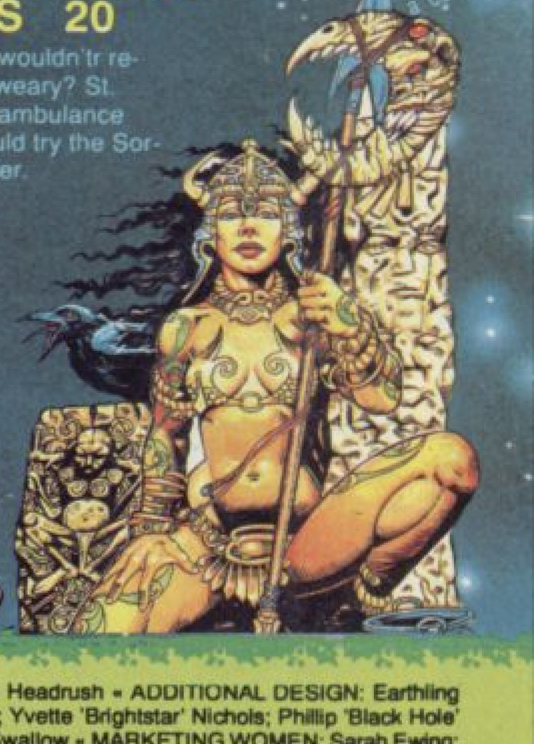
Need to know which game you should buy with Auntie Glad's gift vouchers? We look at the the Crew's top 20 full price, top ten budgets and the top five compilations.



SIMSON'S Don't have a cow man!!

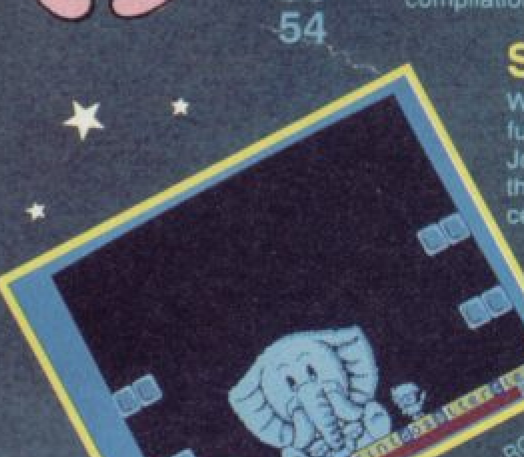
## SORCERESS 20

Who's the person that wouldn'tr refuse to help the battle weary? St. John and his amazing ambulance that's who. But you could try the Sorceress too if you'd prefer.



## GREAT EIGHT 6

Get that **LEMMINGS** demo in your machine - this could be the most original game ever? The **RODLAND** demo probably isn't, but it's a fantastic demo of the game that we gave an **SU GOLD**. Plus full games, **DUN DARACH**, **SHOCKWAY RIDER** and prize game, **ASSASSIN**. Plus more music with **LYRA 2** and the load-in cheats in **TIPS AMAZING** and Graham Mason's very own **POKEMANIA!**



RODLAND- Stunning demo on tape with excellect graphics!


EDITOR: Commander Coloninabadway • DESIGN: Captain Ooneneeky Cheeky • SOFTWARE EDITOR: Star Commander Angus Headrush • ADDITIONAL DESIGN: Earthling Jane Davies • •SU CREW: Garth 'Lost in Space' Sumpter John 'Bad Boy' Cook; Alan 'Space Cruiser' Dykes; Pete 'Astro' Gerrard; Yvette 'Brightstar' Nichols; Phillip 'Black Hole' Fisch; • AD MANAGER: Jerry 'Astonomical' Hall • AD PRODUCTION: Jo 'Venus' Gleissner • MARKETING MAN.: Mark 'Starman' Swallow • MARKETING WOMEN: Sarah Ewing; Sarah Hilliard • PUBLISHER: Graham Taylor • MANAGING DIRECTOR: Terry Pratt • (c)1991 EMAP IMAGES • 071 - 251 6222 (bring,,bring!) • FAX 071- 490 1095 (beep,..beep) • SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU • Colour by Proprint • Printed by Kingfisher. Incidentally, just before Garth disappeared into a spaceship, he said that he would always believe in Santa and wished all the readers (including his mum and dad) merry Christmas and the rest of the Crew wished a merry Christmas to mum and dads everywhere, without whom, nothing would be possible! Would it?

# THE GREAT

**Yes it's the Great Eight! The biggest, and the best Spectrum tape in both the known (and unknown) Speccyverse. It's packed full of goodies. Enjoy it or we'll send Science Officer Blogg around to tell you how to do long division in base six.... (The fiend!)**

## LEMMIMNGS - Playable Demo

### Memory 48/128K

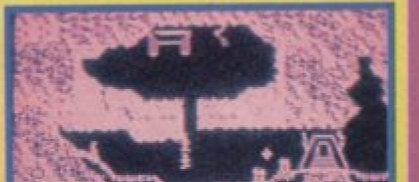
If any problems occur while playing Lemmings on older machines reload using 48K basic mode and Load "".

Lemmings are cute little creatures, which in this demo, are under your control. The task in hand is to guide your lemmings from a trapdoor, from which they first appear, to an exit located somewhere on the level. Their shambling journey is littered with hazards like chasms, pits and barriers which the loopy lemmings have to overcome or avoid by tunneling, building bridges and generally behaving like a manic, rodent construction company.

There are a number of icons along the bottom of the screen which makes the lemmings you are pointing at perform a certain action. It could be to climb a wall, dig a tunnel, blow something up etc. If you hate the sight of these creatures, you can always nuke them and watch as they explode.
Whilst guiding your clan through the vast unknown, you should realise that a certain number need to get through that escape gate. If the right quota of rodents don't get through, then it's back to the start.

### ICONS (from left to right)

1 - Decrease rate of lemming release.
2 - Increase rate of lemming release.
3 - Lemming climb.
4 - Lemming parachute.
5 - Lemming explode.
6 - Lemming blocker.
7 - Lemming bridge builder.
8 - Lemming tunneler.
9 - Lemming miner.
10 - Lemming digger.
11 - Pause.
12 - Nuke.




### KEYS

(On keyboard)
Q - Move pointer up.
A - Move pointer down.
O - Move pointer left.
P - Move pointer right.
M - Activate icon on lemming.
Z - Choose icon.
X - Choose icon.
1 - Decrease release rate of lemmings.
2 - Increase release rate of lemmings.
Extend mode - Nuke complete level (and start again).
Space - Pause game.

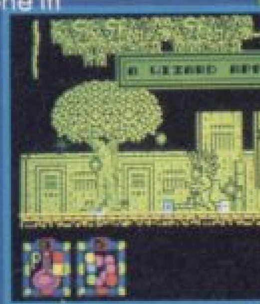
## ASSASSIN 48K

### Controls:

Joystick and redefinable keyboard

### THE GAME

In Assassin you take on the role of the Rt. Honourable Fossington Kiwi, freelance mercenary and assassin, hired to infiltrate a colony of mutants and to gun his way across their asteroid to confront the dreaded Asteroid Worms and obtain four pages of a manuscript for his employer. To get a page you must gain access to a sub-game by feeding a monster to an Asteroid Worm and then taking it on in mind combat whilst it's got its nose bag on. To do this you must use the 1 - 5 keys to match with the numbers on the screen and once you've made it across the screen then you've done it!




### FUNCTION KEYS

Space Game status
1 Potions
2 Fungus
3 Bullets
4 Monsters

All the numbers correspond to the boxes at the bottom of the screen.
Extra items can be obtained from wizards who sometimes appear but beware! Not all the wizards are particularly friendly some, unlike Paul Daniels, are small, nasty and downright evil...

## DUN DARACH - Full Game

To load use 48K basic and type LOAD ""

### THE GAME 48K Only

As a follow on to last month's arcade adventure, Tir Na Nog, the second game in the Gargoyle Games sequel continues the adventures. Once again, you must help our hapless hero to complete his quest. There are a few new twists like being able to interact with other characters as you trundle around the world of Dun Darach...

### CONTROLS:

Walk left or right using alternate keys on the bottom row;
Z to Symbol Shift
Enter a door: The Enter key
Camera left or right: Alternate keys on the second row; A to L
Pick up or drop: Alternate keys on the third
Pick up or drop: Alternate keys on the third row; Q to P.
Select object: Top row 2, 3, 7, 8, 9
Offer object: Four keys; 1, 0, Caps Shift, Space
Autorun on/off: The 4 key
Freeze/unfreeze: The 5 key
Return to options: The 6 key



## SHOCKWAY RIDER - SU PRIZE GAME

Probably one of the fastest, most violent games we've seen in some time on SU so we've protected it with a PASSWORD so that your little sister won't play it once and grow up into an axe-wielding maniac.

### THE GAME

The object of the game is to go full circle through each of the twelve levels that represent different districts.
Points are awarded for removing the local garbage (i.e. the muggers) as well as for taking out a few of the innocent passers by too. Extra points are awarded if you use the faster lanes but the head removing barriers and walls will come up on you much faster and more often.

### CONTROLS

Joystick or User Definable keyboard control menu.
Without fire button pressed: Left/Right causes rider to move along the lane. Up/Down causes the rider to jump from lane to lane. With fire button pressed: Left/Right strikes back or forward. Up/Down causes your rider to throw missiles across lanes.

### PRIZE GAME PASSWORD CLUE

So how do you get the password to unleash untold death and mayhem? S'easy. All you have to do is to work out the following cryptic clue to give you a five letter password and then just type it in when prompted. Hey, it'll save your little sister from a life of crime so do it!

***"The lost part of 'Frisco says a short thank you."***

### PASSWORD PHONELINE

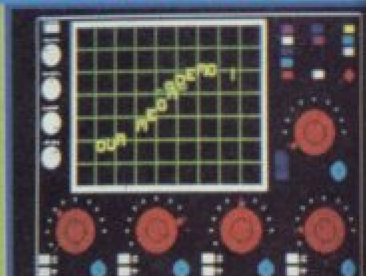
Can't work out the password clue? Well, fear not dear reader, you can either ask your little sister if she knows or alternatively, you can phone the number below for the password. All calls cost less than 1.00 but remember to ask the person who pays the bill first!

**0839 500819**

Calls cost 36p per min cheap rate and 48p per minute at other times.

## LYRA 2

### 48/128K



More super sound and demos as with last month but this time some of the demos are actually inter-active.
By using Q, A, O and P to move around the screen and alter the waveforms you can change the patterns to hypnotic effect!



## POKEMANIA - Graham Mason

### 48/128K

Another feast of tips from our man oop north. Just load it in and select the poke for the game that you want and then load the game to get infinite lives, ammo and so on.




## TIPS AMAZING - Leigh Thompson

### 48/128K

More cheats for games than you can shake a stick at! This month we have cheats for Final Fight, Turrican and the sequel Turrican 2, Seymour, Shadow of the Beast and more!!!

## RODLAND 48K/128

Playable demo.

Rodland was reviewed in the November issue of SU when it scored an SU Gold Award. Very cute, very playable and with a veritable army of hilarious but hard to kill enemies the two arcade heroes, Tam and Rit, who star in Rodland, look set to have a tough time rescuing their kidnapped mother from the bad guy's tower before returning home for a feast!

Beat mutant spitting sharks, boomerang throwing starfish and four major end of level guardians including the mastermind of the whole plot, the evil Goat Creature (Da, da, da Daaaa!) Should be a big hit this Christmas and just to wet your appetite this demo has a selection from the 35 available levels.



### CONTROLS

Z Left
X Right
Q Up
A Down
1 Fire

Use the fire button to attach Tam or Rit's extendible rod to a baddie then swing him over your character's head until he is turned into a score or a useful icon. Pressing fire and the up or down button simultaneously allows you to build ladders between platforms. Build up high scores and move onto the next level by defeating all on screen enemies and collecting the flowers scattered throughout the platforms.

OH NO! IT'S NOT THE

# SU CREW

**Disaster has struck this month, there are no true SU Crew this month at all! A spaceship landed on the roof of the office just after teatime and sucked them all inside through an opening in the top half. Several hours later, an orifice somewhere else in ship opened, there were some grinding noises and several strange yet vaguely familiar beings took over SU. And worse than that, the intergalactic uglies don't believe in Santa. Not only that but.... oh no.. get away... aggggghhh!!**

**Greetings Earthlings. My name is Fnot the Irreverent. Let me introduce you to the NEW SU Crew...**

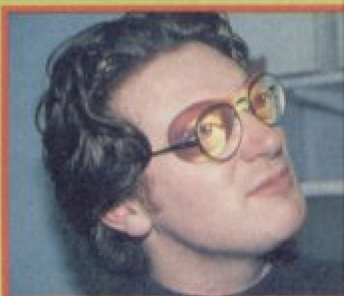
## Commander Coloninabadway



Here is the gallant, (and slightly sad) Commander Coloninabadway on the lookout for new and exciting software. His five year mission is to explore strange new worlds, to seek out new games and graphical concepts and to boldly make typographical errors where no man has made any before...

The Commander's favourite game is Darg Lebinostock's 'Phut!' which he believes captures the whole universe at the moment of its birth. It is supplied on 14 million miles of Spectrum tape and is a multi-load.

## Star Commander Angus Headrush



SC Headrush, as he's known in space frontier towns, cuts a dashing figure and is very popular with several video pleasure booths on Areole 6. However, he's less than popular with their owners and so a life in the Space Corps was his only answer.

His favourite game is Three Hand Snut and he is married to his navigation computer which is programmed to find Bagel shops.

## Captain Ooneneeky Cheeky



As an interstellar gossipmonger and artist, Cheeky, as we call her, has some great designs which she discusses with the crew. All of the crew have very strange designs on her too. One of which is find out if she can still chatter non-stop if we put her in an air-lock and fill it with the entire population of Septic 6.

Her favourite game is anything with speech in. Just as long as it says 'Nice design' every now and then she's well happy and the rest of us can spend our time trying to avoid Blogg.

## Chief Science Officer Blogg



Blogg's striking looks are considered very dashing on the planet Septic 6. But as the lifeforms there resemble small pools of irradiated snot, they have very little with which to make any real comparisons. As Chief Science Officer, no-one really listens to him because no-one can quite understand what he's saying.

His favourite games are mind bogglingly boring, but he likes to spend his off duty time alone - which is fine with the rest of the Crew and most of the on-board computers.



# Final Fight™

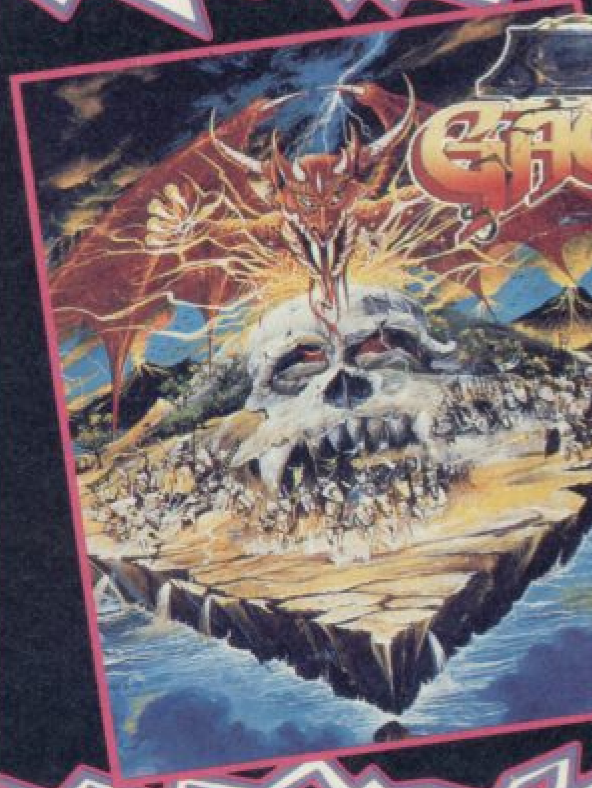
From City Hall to the city streets. NOTHING HITS HARDER... Jessica has been kidnapped by the lawless Mad Gear Gang and Haggar, Mayor of Metro City, must face his Final Fight.

*Available on: Amstrad, CBM 64/128 Cassette & Disk, Spectrum Cassette, Atari ST & Amiga.*



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# GAUNTLET™ III

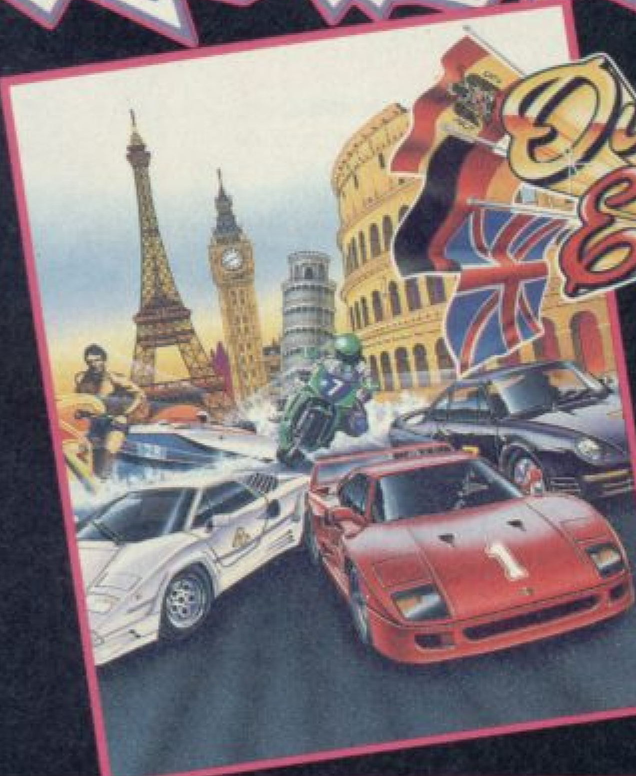
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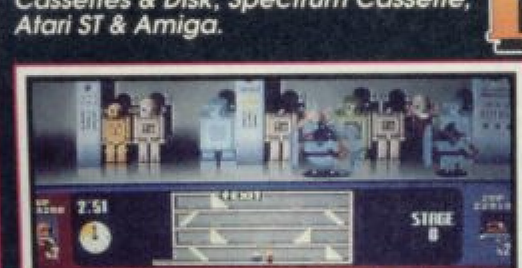

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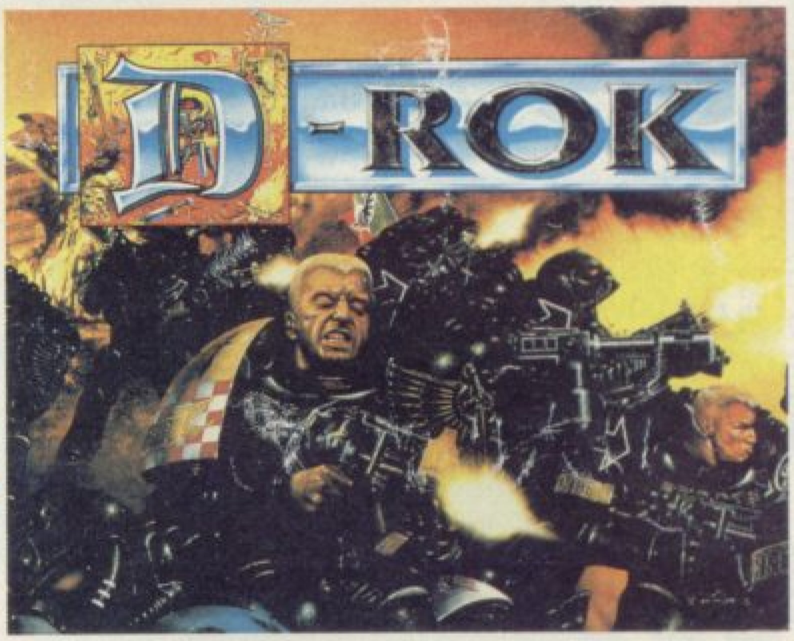
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# UPfront

★★★★★★★★★★★★★★






# SU CREW OUT OF THIS WORLD

The occupants of a spaceship that landed on SU Towers have removed all the editorial staff and replaced them with strange, bug-eyed parodies of their former selves, it was revealed last week.

The spaceship, believed by scientists to be the work of an advanced intelligence, seemed to eat the staff, known as the SU Crew and then several hours later replaced them with cloned versions who have continued to produce SU, a London based Spectrum magazine.

When questioned about his new cloned employees, Graham Taylor, ex-boss of the SU Crew commented, "The aliens all seem to be rather good at their jobs and they don't take earth money for their labours."

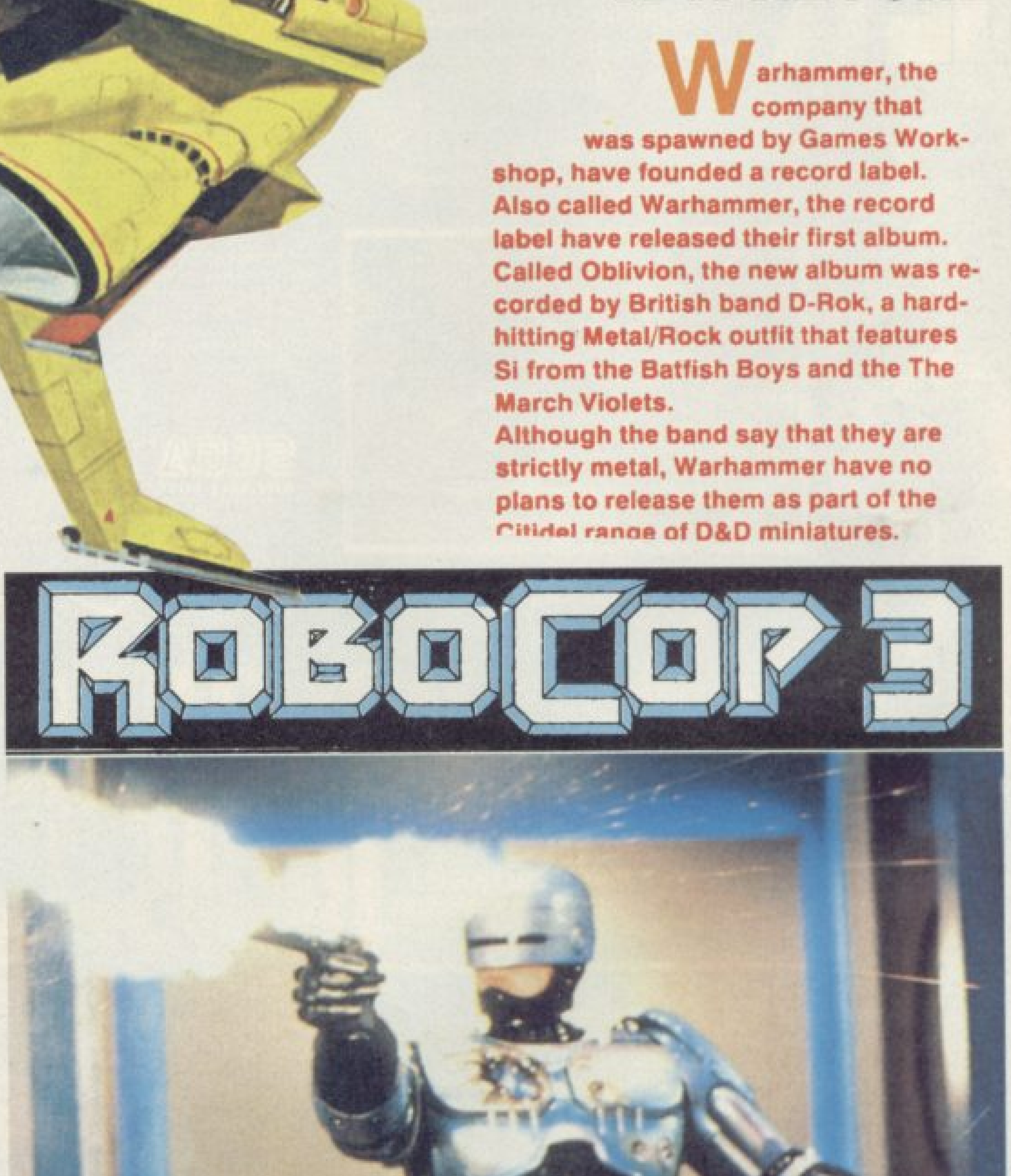
On the subject of the missing SU Crew he added, "It's all come as a terrible shock to me. I've got to change all my editorial budgets in order to accommodate our newly found friends' dislike of Earth currency."

# WARHAMMER MAKE IT A RECORD

Warhammer, the company that was spawned by Games Workshop, have founded a record label. Also called Warhammer, the record label have released their first album. Called Oblivion, the new album was recorded by British band D-Rok, a hard-hitting Metal/Rock outfit that features Si from the Batfish Boys and the The March Violets.

Although the band say that they are strictly metal, Warhammer have no plans to release them as part of the Citidel range of D&D miniatures.

# ROBOCOP 3



Ocean's ROBOCOP 3 on the Spectrum is now virtually complete and will be released in the new year to coincide with the release of the film in this country. SU Crew sources say that Spectrum version of the game, looks excellent but Ocean are remaining very tight lipped on the subject. We'll be chasing for more info next month.


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# HACKING SQUAD

## HANNAH'S AMAZING POKES

For some reason, I receive more tips from people in Scotland, than anywhere in England or Wales. Could this have something to do with superior intellect, or just very cold whether and terrible TV? Who knows. Anyway, Ross Clark from Stenhousemuir, in Scotland, FAXed (v. posh) a whole load of cheats of which these are just the tip of the haggis.




*Vroom, vroom, it's Porche HQ.*




*I'm so Dizzy, my head is spinning!*

Oo-er... The Squad's gone a bit peculiar this month, with a new face taking over from that dirty deserter, Corporal 'Hippy' Keen. "A new squaddie", you cry - "so what!" Well, it's the way that this squaddie fills their uniform that has Big Al' and even Phil Fisch, straining at the leash, that has me slightly worried! You see, They're it's a girlie - in fact the world's first and foremost girlie tipster Hannah Smith - who has accepted our invitation to get back into the world of Spectrum. Well, welcome back dearie - now get on with those tips!

Oh deary me. He's a bit crabby. I'll bet he doesn't get any Chissy pressies this year, especially off me! Anyway, hello everyone. And welcome to another issue of SU, and another year. I wonder what 1992 will bring? If the mail received by Rob and George in the tips office for this month's mag is anything to go by, it will be a bumper year for cheats and POKEs, so keep at it.
Oh, yes. The armadillo is fine and says thanks for all the get well cards and the packet of peanuts.



*Hannah, we love you, Hannah, we doooo!*

**CJ's Elephant Antics**
F50E,0-255 255 lives per level

**Fantasy World Dizzy**
73B6,0 - infinite lives

**Magicland Dizzy**
F6190,0 - infinite lives

**Impossimole**
D0B8,0 - infinite energy

**Italian Supercar**
866F,0;729C,0 - infinite lives and time

**Yogi's Great Escape**
8321,3C - infinite lives
Dick Tracy

6DE3,C9;
6E05,C9;
6E21,C9;
6E95,C9 - immunity

**Chase HQ**
9C01,00;80A5,00 - no timer and infinite credits

**Ghosts and Goblins**
8606,0 - infinite lives

**Nightshift**
25265,58 - never get fired

**Strider 2**
33133,0 - infinite lives

**Lotus Esprit-TC**
52856,0 - always qualify

**Chase HQ 2-SCI**
40382,183 - infinite credits

# HACKING SQUAD

**Lone Wolf**
60214,24 - infinite lives

**Line Of Fire**
42616,201 - both players immortal

**Flying Shark**
Just a quickie here from Gavin Wood from Camford in Lancashire for Flying Shark. This multiface POKE means that you will get hardly any enemies.
51631,201

Anton Allen sent in a small bundle of cheats and tips which he hopes might help all those in distress with tricky games. However, we couldn't include them all, so here's just a few of Anton's Multiface POKEs to be going on with.

**Cabal**
39202,201 - infinite smart bombs

**Dirt Track Racer**
36992,42 - infinite fuel
38485,0 - infinite damage

**Gryzor**
37338,125 - infinite lives

**Kamikazee**
28584,0 - infinite lives

**Stack Up**
39229,0 - infinite credits

**TooBin'**
61721,0 - infinite lives

## TERMINATOR 2 - JUDGEMENT DAY

Liam Nolan sends these tips for Terminator 2 all the way from sunny Cyprus.

### Level One:
On the first level just keep kicking T1000. When he falls, walk as near to the pool as possible before he gets up, then use autofire.



### Level Two:
As soon as you start the level go straight to the right hand side of the screen, staying about halfway up and moving left only to collect energy orbs.

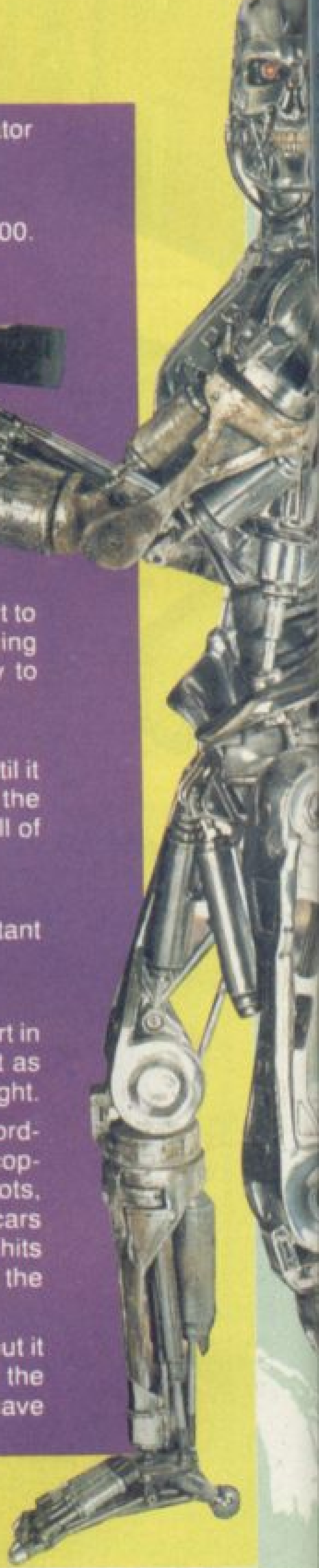
### Level Three:
Using the diagram move each block until it lights up at the bottom, then move onto the next one. When you have completed all of them, move the numbers into place.

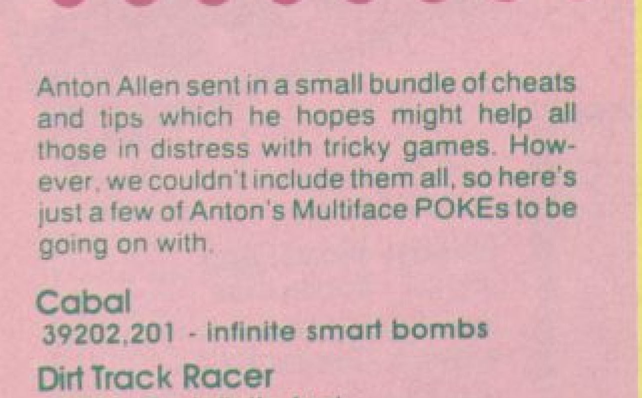
### Level Four:
The same as level one, but it is important to get the first hit in.

### Level Five:
When a block lights up, leave it and start in a new place. It is very important to get as much energy as possible for the final fight.

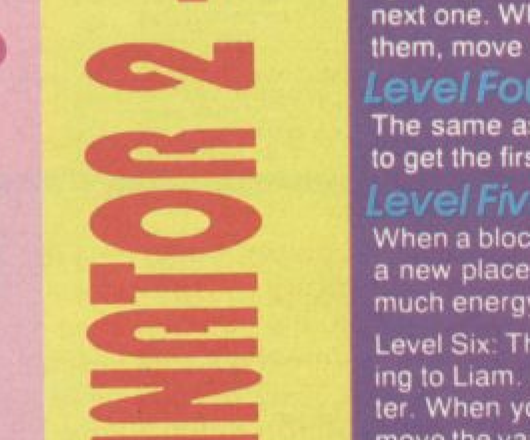
Level Six: This level is the easiest, according to Liam. Just keep firing at the helicopter. When you hear one of T1000's shots, move the van. However, do not hit any cars as it kills T101. Sarah can take a few hits as she does not have to fight T1000 at the end of the game.

Level Seven: The same as level four, but it is absolutely essential that you make the first move because T1000 seems to have very long fingers.





Lone Wolf, infinite lives are really useful!




Matchstick Gryzor takes on the bad guys once again.

## QUICK CUTS
Jonathan Owen from Crewe in Cheshire has been rather busy and has come up with some quick cheats for the following games for which he will be receiving the Christmas No1 Compilation, Adventure Dizzy.

**NAVY SEALS**
On mission 2 (on the B side of the tape), press 1 and 2 for the map and then press the right hand side of the keyboard for a hidden game - Space Invaders from Baghdad.

# HACKING SQUAD





## SUPER STUNTMAN

On the high score table, type in BIG SCORE for infinite lives and time.

## SWIV

When loading the game, wait until the TM sign comes up on the screen and then hold down S and W until it has finished. This will produce a variety of effects, according to Jonathan, which unfortunately, for some reason, he doesn't feel at liberty to share with us.

## THE MANAGER

Pressing X on the main selection screen gives you a lot of dosh.

## STORMLORD 2

Press Enter to skip levels (bit easy, that one, Jonathan). Inspector Hecti in Interchange

The passwords are: L1-ICER, L6-RING, L9-GRIM, L16-NONE, L21-FOOD, L26-ANEX, L31-OPAL, L36-BRIM, L41-MAIN, L46-ETCH LOOPZ More passwords: L6-EASY, L11-CUTE, L16-ARTY, L26-CRAS, L31-WHET, L36-POLL, L41-ZUIS, L46-EMMA

Martin Burke sent lots of little pieces of paper and lots of pretty pics, but here are a few cheats he's come up with

## RENEGADE

Press delete to go on to the next level

## TARGET RENEGADE

Type "delete" on high score table

## XENON

When playing the game, hold down TINY and you will become invincible

## RASTAN

Press break and space while playing and again, you will become invincible (48K only).

The Postie nearly did himself a mischief when he tried to cram Andrew Irvine and Allen Stewart's envelope through the letter box here at SU. All manner of tips, cheat and maps were inside, including some rather nice Bart Simpson stickers. Anyway, here's just a taster of what the wee laddies from Glasgow have managed to discover. And I'm, not surprised it took you ages to write, Andrew. It took me absolutely ages to read all of it.

## Atom Ant

Press down K10PJKM and caps shift on the title screen. The border should go white. Let go of the keys and start the game and lo and behold, you will have infinite lives.

## Turtles

Hold down all the keys on the left hand side of the keyboard while playing and you will have infinite lives. However, you will still meet a sticky (and rather messy) end if you fall off the roof tops.

## Edd the Duck

Type in Wilson on level 3 for a helping hand!

## P47

Enter ZEBEDEE in the high score table for infinite planes.

## Untouchables

Type in Humphrey Bogart on the high score table and while playing, hold down all the keys and you will find you can skip levels.

## Star Force

Redefine keys as T,R,O,N,I,C for a handy bonus.

## Task Force

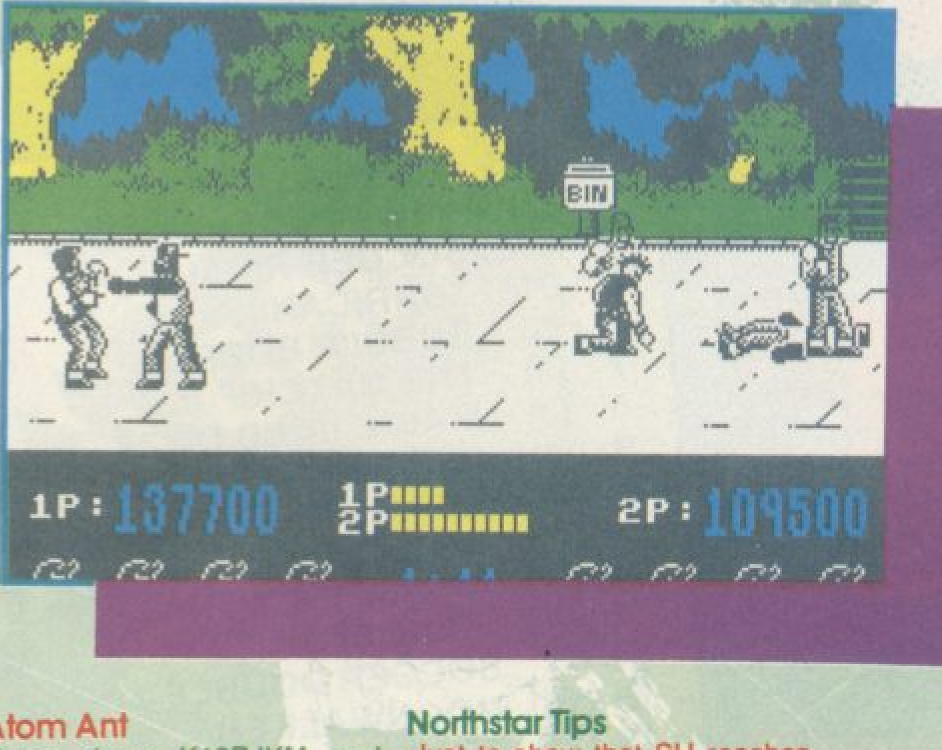
Redefine keys as C,R,A,S,H for infinite lives Cybernoid

Redefine your keys as Y,X,E and S for infinite lives

## Moonstrike

When the screen says: "Press enter to continue...", type in CHEAT for 255 lives, which is not quite infinite, but who cares.

*Havoc breaks out on the street in Target Renegade, try the next level.*




## Northstar Tips

Just to show that SU reaches the parts of the world that other mags have never even heard of, here's a letter from "even-sunnier-than-Cyprus", South Africa, where Anton Tolken has been ever-so-busy compiling these useful tips for Northstar.

For every 50,000 points you get a bonus life At the end of levels two onwards jump forward to get bonuses because all the enemies die when you finish a level.

There are four levels of height on the screen. When on level two, you can duck under robots and Eyes. Don't try ducking when something lands on your head from the level above. Your head still sticks out a bit.

If you are far from the end of a level and in danger of running out of oxygen, then die honorably from asphyxiation because your air will be renewed. If you are definitely going to die, then face to the left because you get thrown backwards so you might progress a little bit onto the next level, although you won't be able to finish it 'cos you're dead. Batman (The Movie)

Hold down the keys MICK at any point in the game and you will skip a level. However, on the last level beware, because it will send you back to the start of the level, so says Andrew Fox from Huddersfield.

## Darkman

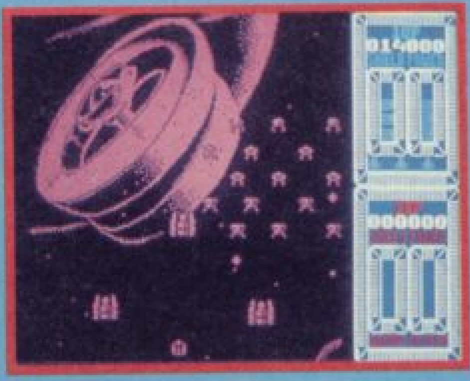
There's not much that Michael Early from Sanderstead in Surrey, doesn't know about the game Darkman. Here is just a small cheat for the game. Actually Michael sent in the entire solution, but maybe we'll include that next issue. When the game has loaded, hold down all the keys on the right hand side of the keyboard, except "space". Now, the screen will say "C.ON" in the bottom right hand corner. Select your joystick or keys and away you go - infinite energy (which is what I could do with. I've just got over a really nasty cold and I'm feeling rather lethargic...).

# CHARTS

## FULL PRICE TOP 10

| | | | | |
|---|---|---|---|---|
| 1 | (1) | TERMINATOR 2 | Ocean | £10.99 |
| 2 | (NE) | WORLD CLASS RUGBY | Audiogenic | £10.99 |
| 3 | (2) | MAN. UTD EUROPE | Krisalis | £11.99 |
| 4 | (3) | HEROQUEST | Gremlin | £10.99 |
| 5 | (NE) | FOOTY DIRECTOR 2 | D & H | £9.99 |
| 6 | (4) | F16 COMBAT PILOT | D.I. | £14.99 |
| 7 | (NE) | SUPER SPACE INVADER | DoMark | £9.99 |
| 8 | (NE) | TURRICAN 2 | Anco | £9.99 |
| 9 | (RE) | SMASH TV | Ocean | £10.99 |
| 10 | (RE) | GOLDEN AXE | Virgin | £10.99 |

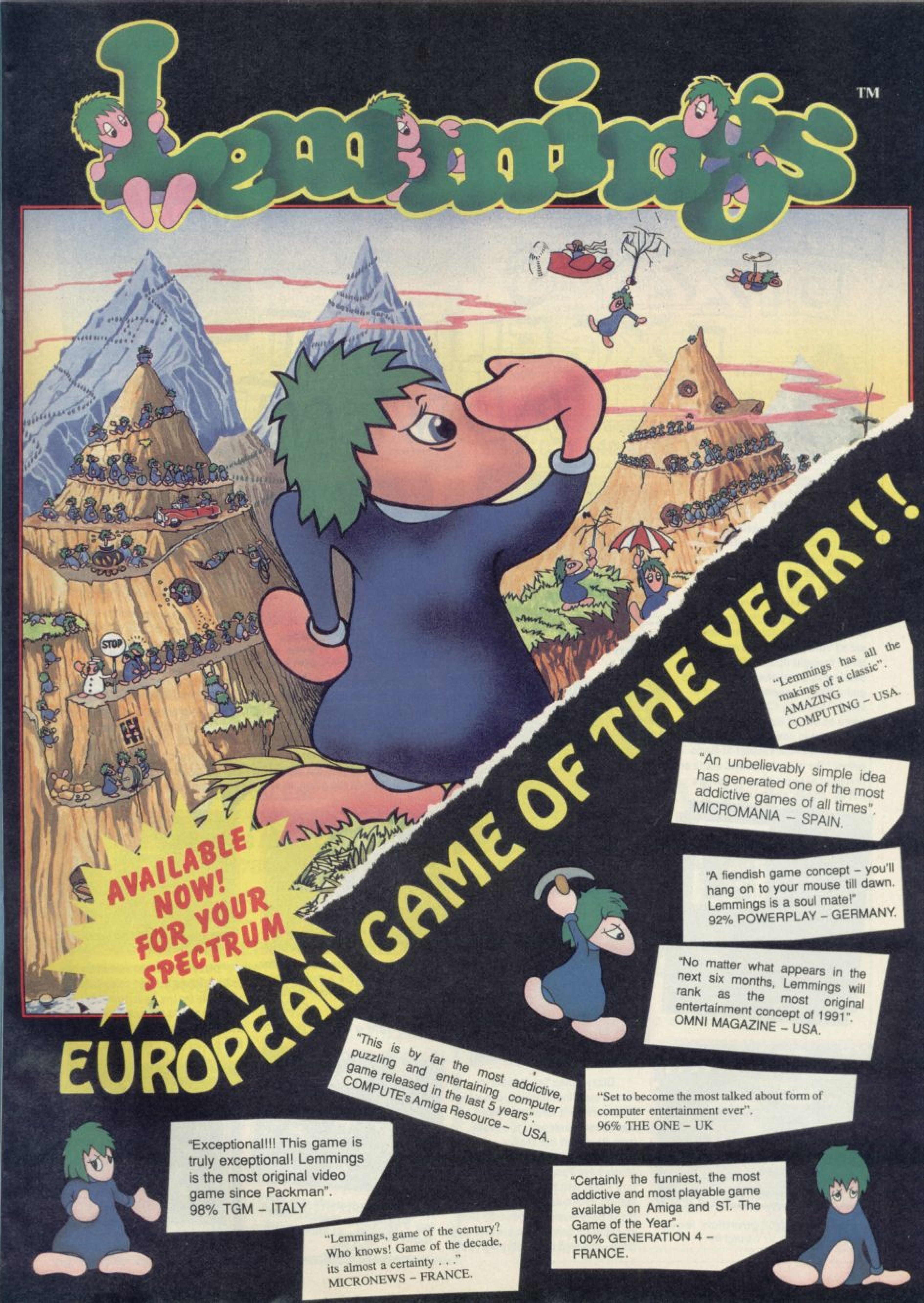
***And here it is, what people have been buying for the last month. Still in the number one slot is Terminator 2. Will Arnie's success continue or will the next chart see the Christmas releases, WWF, SIMPSON'S, TURTLES 2 and DOUBLE DRAGON III in the chart? Who knows but page 34 gives our predictions as we look for the Christmas Crackers!***



SUPER SPACE INVADERS - a possible Xmas number 1?

## BUDGET TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (NE) | 1ST DIVISION MAN. | Codemasters | £3.99 |
| 2 | (16) | ALTERED BEAST | Hit Squad | £3.99 |
| 3 | (1) | NEW ZEALAND STORY | Hit Squad | £3.99 |
| 4 | (NE) | SOCCER RIVALS | D + H | £3.99 |
| 5 | (NE) | TURRICAN | Kixx | £3.99 |
| 6 | (5) | BUBBLE BOBBLE | Hit Squad | £3.99 |
| 7 | (2) | THE MATCH | D+H Games | £3.99 |
| 8 | (3) | MAGIC LAND DIZZY | Code Masters | £3.99 |
| 9 | (4) | DIZZY PANIC | Code Masters | £3.99 |
| 10 | (10) | TURBO OUTRUN | Hit Squad | £3.99 |
| 11 | (NE) | CJ IN THE USA | Codemasters | £3.99 |
| 12 | (NE) | GRAND PRIX CHAL. | E + J | £3.99 |
| 13 | (6) | SHINOBI | Mastertronic | £3.99 |
| 14 | (7) | SOCCER DOUBLE 2 | E + J | £3.99 |
| 15 | (18) | MOONWALKER | Kixx | £3.99 |
| 16 | (11) | DRAGON NINJA | Hit Squad | £3.99 |
| 17 | (18) | CAVEMANIA | Atlantis | £2.99 |
| 18 | (NE) | POWERDRIFT | Hit Squad | £3.99 |
| 19 | (9) | BATMAN - THE MOVIE | Hit Squad | £3.99 |
| 20 | (20) | SLIGHTLY MAGIC | Code Masters | £3.99 |



Lemmings
TM
AVAILABLE NOW! FOR YOUR SPECTRUM
EUROPEAN GAME OF THE YEAR!!
"Lemmings has all the makings of a classic". AMAZING COMPUTING – USA.
"An unbelievably simple idea has generated one of the most addictive games of all times". MICROMANIA – SPAIN.
"A fiendish game concept – you'll hang on to your mouse till dawn. Lemmings is a soul mate!" 92% POWERPLAY – GERMANY.
"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991". OMNI MAGAZINE – USA.
"This is by far the most addictive, puzzling and entertaining computer game released in the last 5 years". COMPUTE's Amiga Resource – USA.
"Set to become the most talked about form of computer entertainment ever". 96% THE ONE – UK
"Exceptional!!! This game is truly exceptional! Lemmings is the most original video game since Packman". 98% TGM – ITALY
"Certainly the funniest, the most addictive and most playable game available on Amiga and ST. The Game of the Year". 100% GENERATION 4 – FRANCE.
"Lemmings, game of the century? Who knows! Game of the decade, its almost a certainty . . ." MICRONEWS – FRANCE.
STOP

ISU GOLD

**GAME: Dizzy's Excellent Adventure**
**LABEL: Codemasters**
**MEMORY: 48K/128K**
**TAPE:£9.99**



*Dizzy has a whale of a time as he speeds through the tunnel!*

## scores

**OVERALL 90%**
Big Al Dykes

Dizzy's Excellent Adventure sees the little egghead coming out of his shell and going from strength to strength with three new adventures and two well known ones. Good fun, especially for those who are already fans.

# DIZZY'S EXCELLENT ADVENTURE

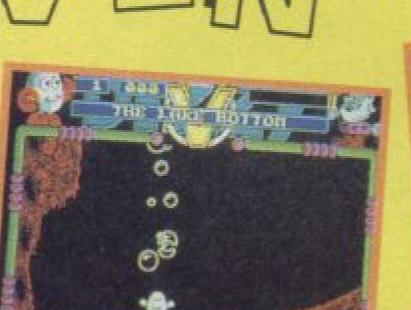
**Adventure brought to you with a a smile can only mean one thing; you shouldn't have eaten that last forty five tubes of sherbert. Or it could mean that Dizzy is back.**

Yes our local yolkel, product of the incredibly fertile minds of the Oliver brothers, is back with a vengeance on this five game compilation.

Dizzy is the type of computer game character you either love or hate. He's ultra cute (in an eggy sort of way) and in general the games are all ultra playable. However for those brought up on a diet of beat'em ups and shoot'em ups he's guaranteed to seem like a bit of a sissy. That said, Dizzy is likely to go down as one of the most popular characters in computer game history, a sort of UK version of Mario without the moustache and made entirely out of something that drops out of chicken's bottoms.




*Stand still and hold on there Dizzy, otherwise you just might end up...*

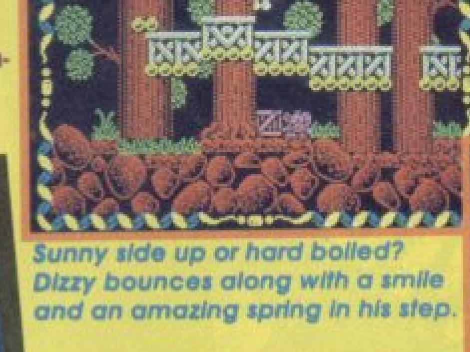



*...I knew it, he's fallen off the whale and he doesn't even have a snorkel. Swim Dizzy, don't die.*



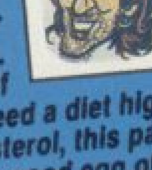
*Well this is interesting isn't it, I wonder what that toadstool does. Ah yes Dizzy can bounce on toadstools, can't he?*

Of the five games included here, three are completely new; these are Spellbound Dizzy, Dizzy Prince of the Yolkfolk and Dizzy Down The Rapids. Spellbound Dizzy and Prince Of The Yolkfolk may be standard Dizzy adventures but are really fine examples of the game. In scary and fantasy worlds (yes, there's no poll tax) you must guide Dizzy through forests and caves to rescue his friends and defeat enemies of the Yolkfolk. Playability is, as always, excellent and you'll have to scramble your brain in order to get to get through them.




*Sunny side up or hard boiled? Dizzy bounces along with a smile and an amazing spring in his step.*

**Garth**

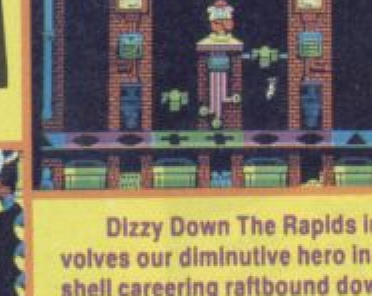


**Egg-sactly what you need for Christmas. For all of you who need a diet high in cholesterol, this particularly good egg of a compilation will take a lot of beating!**




*Whhoa thar Dizzy, watch out for that lion. In fact he's quite harmless he only has a thorn in his toe.*





*Left a bit, right a bit, just perfect.*

Dizzy's excellent adventure has to be the best budget compilation available for the Spectrum this Christmas. It's not exactly riveting action but it will keep you played out and puzzled for a long time.




*Agghl It's the troll guardian, leave him alone or you could fry.*

Dizzy Down The Rapids involves our diminutive hero in a full shell careering raftbound down a fast flowing waterway to escape from Rockwart the Troll.

The other two titles on this compilation are Panic Dizzy the toy factory caper and Kwik Snax, an entertaining Packman style game. Both of these have been out for some time as separate games and are still quite tasty - and well worth dipping your soldiers in.




*Wow, the eggheads are having a jamming session, can Garfy and Big Al join in, eh?*




*Kwik Snax, eat all those bananas before the rain clouds get angry.*

# tell it to garth

Ho, ho, ruddy ho! It's Christmas again and I've had to keep the Crew warm by making them run up and down the stairs to the postroom to get the bulging mailsacks of your letters. If you write in with the star letter then £50 of software will burst through your yuletide letterbox. What a pressie eh? And if you want to try and get your hands on some of it then just send a letter to me at TELL IT TO GARTH, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

## AN INCREDIBLY SHRINKING WORLD

Have you noticed how un-active the Spectrum front appears to be at the moment. Most full pricers are chronic! As for the mags, both SU and YS seem to cover the action OK but the tape war is getting ridiculous. Can you imagine the year 2029? The YS Thousand pack Vs the SU Thousand and One Delights or something. Also, Spectrum mags seem to be thinner and losing their humourous extras.

**Andrew Cullen, Bradway, Sheffield.**

*What! Un-active indeed! There have been some of the best releases in last few months that we've seen for ages. What's wrong with Hudson Hawk, Turtles 2, World Championship Rugby, WWF and Final Fight? You might be right about the tape wars, but the loverly ELSPA (European Leisure Software Producers' Association) have put paid to that (in an ever-so-loverly way) by asking us, YS and SU, not to have so many games on the tape. They say that we're destroying the industry and taking the money away from them so that they can't afford to advertise their wares. So, we've stopped. Trouble is, they still aren't advertising their products (apart from those industry stalwarts Ocean). So the mags are getting smaller but it's not our fault. It's the jolly old members of ELSPA who won't book ad space. In fact, why don't you go through the magazine and see who isn't advertising any of the products with us that we've reviewed and then write them a letter telling them how THEY'RE destroying the magazine industry. We, SU and YS are still covering their products but without THEIR support, we will have to have smaller mags. (Hear, hear! Andy Hutchinson, Editor YS)*

## YOUR STARTER FOR TEN

Garth! I have a few ideas you could use to improve your magazine, (well more than a few).

1. Can we have quality games instead of loads of crap ones.
2. Hire me as a reviewer.
3. Give me 100 worth of Speccy software.
4. Put Heavy Metal in the mag.
5. Make the mag longer.
6. Cut out the Coupe reviews.
7. Hire a new editor.
8. 7 was just a joke.

**Thomas Element, Stockport, Cheshire.**

*1. Yes my son, if ELSPA is willing....*

*2. Bog off shorty!*

*3. What! You'll just sell the games to buy alcohol with!*

*4. We've just got rid of one Metalica fan!*

*5. Shan't until ELSPA give us some money!*

*6. Never!*

*7. Are you joking!*

*8. You're just not at all funny really are you?*

## I NAME THIS MARSH FOR POLAND!

I am a Polish pupil and I am fond of British programs, especially the game "The Midnight Trilogy". I have a Spectrum 128k +2. I have a little trouble however because I don't know the name of the third part of "The Midnight Trilogy" can you find this out for me?

**Your friend, Maciej Datka, Krakow, Poland.**

*Yes I can if you send me the name of the company that released it.*

## SUCH A WET FOOL

In issue 114 the prize game was Hydrofool but I still havn't figured out the cryptic clue and I'm still waiting for you to print the solution which you said would be in the next issue. I'm dying of suspense 'cos I can't wait to play it but can't afford to phone the password line. I like your mag and the layout is brilliant, but please, please print the password as I can't figure the clue out.

**Lorraine Ricknell, Boston, Lincs.**

*Ooops! Ah yes, the password. Now what was it? Was it PLANE, or was it DEVIL? It was one of the two but having moved office so many times in last few months, I can't find issue 114 anywhere.*



## WHAT A BIG GIRL

Having read SU for nearly three years now, I've never been interested in the Sorceress part of the magazine. It's useless. All those "from where we left off last time", E's and S's make it the most wasted pages in the magazine. It doesn't even deal with new games. Why don't you give more of this space to the Hacking Squad or increase the amount of reviews. Even though the magazine has got smaller this section has remained the same. Why?

**Simon Deal, Swindon, Wilts.**

*My word. You're certainly not an adventurous sort are you? The Sorceress is a mere three pages of the magazine that is dedicated to the serious adventurer. And bless her, she works so hard for so little. Just the odd eye of toad and wing of bat. There are a lot of adventurers out there and yet they only get three pages a month, whereas you get the rest of the magazine. Try to be content, otherwise the Sorceress may well come around and turn you into something small and even nastier than you are already.*

## SQUASHED...

I am writing in response to a letter you printed recently in your magazine. The letter was mine and it was about Tom Fay's game "Squash The Hedgehog". Upon research I have found that I was indeed correct, this game did feature in your magazine in issue 80 and Tom was promised his game on a future megatape. I have now got a petition with nearly two hundred names on it, all of whom want to see this game on your cover tape. If this causes a problem because of ELSPA wanting less playable games on each cassette, then can we possibly buy it through mail order? If not can we get the game direct from Tom Fay himself?

**Mr. R A Dowse, Scunthorpe, South Humberside.**

*If it was in SU it was printed over three years ago. However, Big Al', softwae reviewer and part-time debt collector, has undertaken to track down the game for a future tape. Meanwhile, we've sent you a Spectrum game to keep you, and your 200 fans, quiet for a bit.*



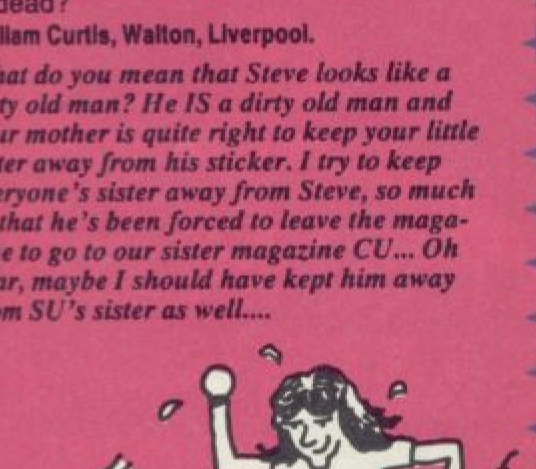
# SUCK UP FOR SOFTWARE

### LOCK AWAY YOUR SISTERS

Dear Garth, or should I say goatbeard. The stickers you put on Sinclair User this month are brill except the ones of you and Steve. My mother refuses to let me wear them or put them on my bedroom door because they scare my little sister. My mother says that Steve looks like a dirty old man and you look like an evil old scrooge but I think you look rock hard really. The Bonanza Brothers look a bit soft too - nowhere near as good as real robots as T1000 and Robocop. The badges still make great swops though. SU is the best and YS second. Who who cares if Crash is dead?

**William Curtis, Walton, Liverpool.**

*What do you mean that Steve looks like a dirty old man? He IS a dirty old man and your mother is quite right to keep your little sister away from his sticker. I try to keep everyone's sister away from Steve, so much so that he's been forced to leave the magazine to go to our sister magazine CU... Oh dear, maybe I should have kept him away from SU's sister as well....*




### OCH AYE TH' NOO

Dear Garth, I've got a Spectrum 128K, just a few months old and I've got loads of games for it. I would love to get a football game that gives you a Scottish league with first and second division. If there is such a game please let me know what it is. If there isn't then do you think there ever will be?

**James Fullerton, Glasgow.**

*Yes, there're Scottish side in Italia 90' (It's called Scotalnd!)*

### BOXING CLEVER

Garth (matey, pal, friend), I'm contiuniously being hassled by my older brother. The problem is that he has joined a boxing club recently and now for some strange reason thinks he is the amateur boxing champion of England. He uses me to help himself train, despite my objections, using me as a punch bag and sparring partner. The real problem is that my hands are so swollen that I'll soon be unable to play any games on my Speccy as I will be unable to grip the joystick. In my last few gameplaying days I would like to play the games I have craved after like Pang, Helter Skelter, 3D Construction Kit and various others. But most of all I would like to have Final Fight so I can learn a few neat wrestling tricks and show up my brother and his boxing. Please, please, please etc. send me these games for my last few days of fun on the Spectrum.

**Lee Crompton, Bradford, West Yorks.**

- *Wow! What a monster problem you have! I have a younger brother who I used to beat up for whatever excuses I could find, so I can sympathise with you to an extent. My little brother decided after a while to learn Kendo to defend himself from me and made my life hell! Every night when I got home from school, I just knew that at some point the little sod would crack me across the back of the head with a piece of bamboo and then run off before I regained consciousness. So, you could always try that. 'Till then, I've sent you a copy of Final Fight!*

### HIGH FLYER

I am an R.A.F. pilot, who did the "Brits" proud in the Gulf. Unfortunately Sadam doesn't seem to have learned his lesson, if I have to go in again 'cos he's still hiding nuclear and biological weapons, I will to do better. To do this I need F16 combat pilot to practice my flying skills as R.A.F. funds are low. If you don't I'm afraid that I will have to pretend that my machinery failed, but realy I would have planned it and drop lot's of JP333 bombs on you and you will die. Also, to make me like you send "MYSTICAL" I'm waiting to here from you at civy street. Ta ta old chap !

**Gareth Arnold, Longley, Sheffield.**

- *As an R.A.F. pilot, you should know that we Brits never give in to threats and blackmail. In fact, I think that you're actually not British at all - you're probably a spy so I've sent your address onto Agent Keen who's going to find you out and read you large portions of his Metallica Poetry! (Agggh!)*

### SPECTRUM IS GREEN

The other day I was reading your mag and an article on the Rainbow Collection when I was called down for dinner. I left my mag open on the Rainbow page beside my Spectrum. When I came back to use my Spectrum it wouldn't work! I got someone to look at it and they reckoned it had seen the Rainbow Collection article and was pining for it. Now it's on strike until I get the game. Please send me the Rainbow Collection.

**Claire Gilbert, Willingham, Cambs.**

- *Claire, you must stop writing to me like this. People are going to start talking. And as for your Spectrum, it certainly seems to have a nasty dose of lust. There's only two things to do. 1) Throw a bucket of water over it (the dirty little devil), or 2) Load it up with the Rainbow collection that I've sent to you.*

### DONNER UND BLITZEN!

I'm in a bit of a fix. In fact, my entire world has come crumbling down around me. Basically, my friend Mark was emigrating to Germany and four weeks before he was leaving I was going on holiday. So, having just spent my entire birthday money money on games it seemed a shame to have them just sitting there so I loaned them to Marc for the two weeks I was away. On my return I called Mark only to hear a telecom message saying that the line was disconnected so I went around to Marc's and nobody was there. Putting two and two together I realised he had gone to Germany early and done a runner with my games. so you can see why I am so devestated. Please send me some more games to play while I wait for Christmas. You're my only hope.
P.S. This is a true story!

**Owen Stimpson, Hampden, Gastbourne.**

- *Hah! Don't you know that you should never let someone borrow your Speccie games before you take something from them as collateral? You've been daft but you've certainly learnt your lesson now. Hasn't he, eh kids?*

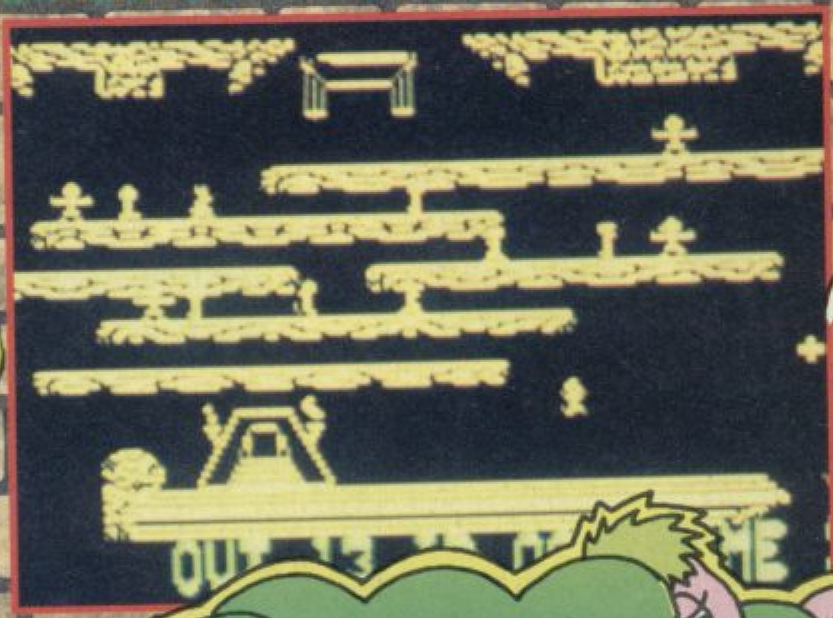
### WE ARE NOT AMUSED

Dear king of all men, Garth. I am writing to tell you about the sad story of my life. I have always been a nice boy, never hurt anyone, never stolen anything etc. But why do I get picked on? Kids at school all say, "He's the boy with the crappy Spectrum!" Now we come to my Spectrum 128k +2. I call him Sid the Speccy. Me and him have been around for ages, but it looks like he'll soon bite the dust if he doesn't see some real Speccy action. But I have no money! Sid's my best friend and you may be my only hope of saving him and showing the other kids just how good Speccy games really are. I'm begging you to send some decent full price games, PLEASE!!!

**Darren Carpenter, Weybourne, Farnham, Surrey.**

- *Grrrr! Hold me back Steve. I hate this highly ilegal sport of Speccy baiting. It's barbaric, archaic and hateful. If I could just get me hands on those kids... (painful slapping sounds as Steve and Big Al' bring Garth out of his temper tantrum...) What's going on? Who are you? Ah, now I remember, I was just going to send some software out to Darren Carpenter....*

On this level, you really need to use those blockers. Wait until the first lemming goes over the edge and then select the blocker icon and stop the rest from a shuffling suicide.




**Alan**



Not full of furious action, more like an aracade puzzle game, but none-the-less a marvelous, game to play.



**GAME: Lemmings LABEL: Psygnosis MEMORY: 48K/128K TAPE: £10.99**

Eeeek! They're horrible, they're vile and they're savagely suicidal. It's the Lemmings and it's your job to try to keep the furry little critters from throwing themselves off the tops of deep chasms and causing the Samaritans a big headache.




So there you are. You have a whole regiment of rodents running around like a dose of diarrhoea in a nursery. Only the Lemmings are out- side in the cruel world and don't seem to have the sense they were born with. They're seemingly bent on destruction - the only thing between them and certain extinction is you and the clever use of some of the Lemmings innate specialist skills. ([illegible] guinea pig parachute in Tales of the Riverbank when I was a kid.) Luckily these skills include rodent bridge builders, tunnelers, diggers (who dig holes as opposed to tunnels), blockers - so called because they hold back their comrades whilst you build a bridge over a ravine and parachutists who boldly float down into uncharted territories to prepare the land for all those who follow...

Sounds strange? Well it is, but it is very involved. Each level has a unique terrain, across which you must safely shepherd the rodents using the icons at the bottom of the screen. You select which type of




Here you've had to use a couple of builders to make the bridge, and used the first lemming over to tunnel through the next obstruction.



## LEM SNIPS

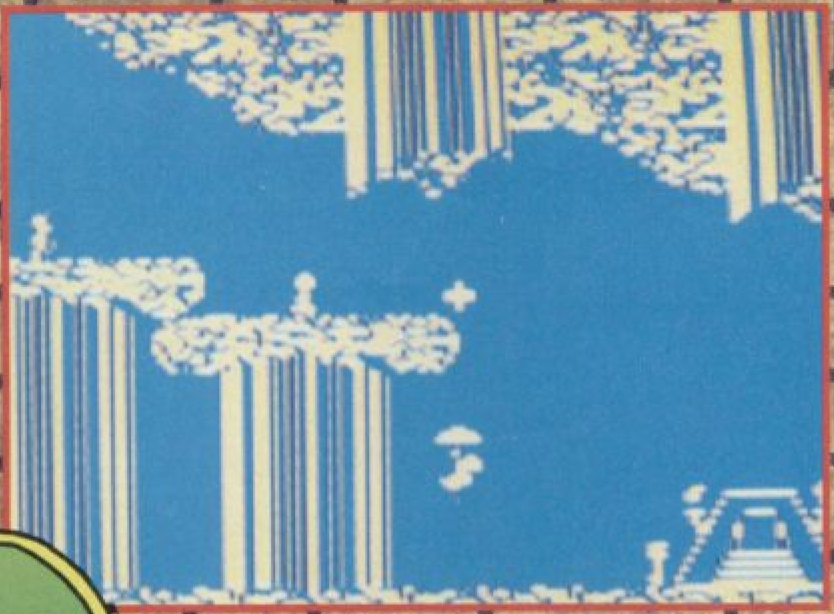
No-one really knows why lemmings have such a suicidal streak. However, it is known that when their population exceeds their available food supply, they go on a mass migration. The SU Crew reckon this strange behavoir also explains the presence of Big Al' in London, and living within walking distance of a 24hour bagel shop...




Here they are just dropping in from their lemming dispensing opening. You can vary the rate of release with the two left hand icons.

ISU GOLD




*The highlighted icon is the one you've just used to mine their way through the rock. Use the climbers to get up the sheer rock face.*

## A TWIST OF LEMMINGS

There are many tips when playing lemmings but the real answer to every level is to think long and hard or, cheat! We'll be printing some of the passwords to the levels next month, but until then you'll just have to play the Lemmings demo on the cover tape and get a feel for the game.







## scores

| | |
|---|---|
| GRAPHICS | 76 |
| SOUND | 85 |
| PLAYABILITY | 89 |
| LASTABILITY | 93 |
| OVERALL | 91% |

Garth Sumpter

Lemmings may be infuriatingly good at being crap, but this animal trait actually makes an excellent game. Lemmings is new, novel and nifty so don't be thrifty, be well nifty and slope off now and buy it.

## LEMME AT 'EM

Each level has it's own unique terrain with chasms, towers and the like that has to be negotiated. The lemmings will drop onto the nearest bit of ground and start shuffling away. They'll all choose a particular direction and you must decide what to go to help them arrive at their goal.



lemming you need and then move back the main screen, choose a lemming, click on it and presto! The lemming will immediately take on the role that you have assigned. Perhaps building a bridge, digging a tunnel or even burrowing down through solid rock to pop out below the obstruction or even spontaneously combusting!

Once all the dangers have been negotiated, the remaining lemmings (yes, I'm afraid that not all of them ever seem to make it, sob), will trundle up the steps of the 'ra..., I've made a portal' and as long as you've made your quota for lemmings saved, then you'll be given the password for the level and you can load in the next.

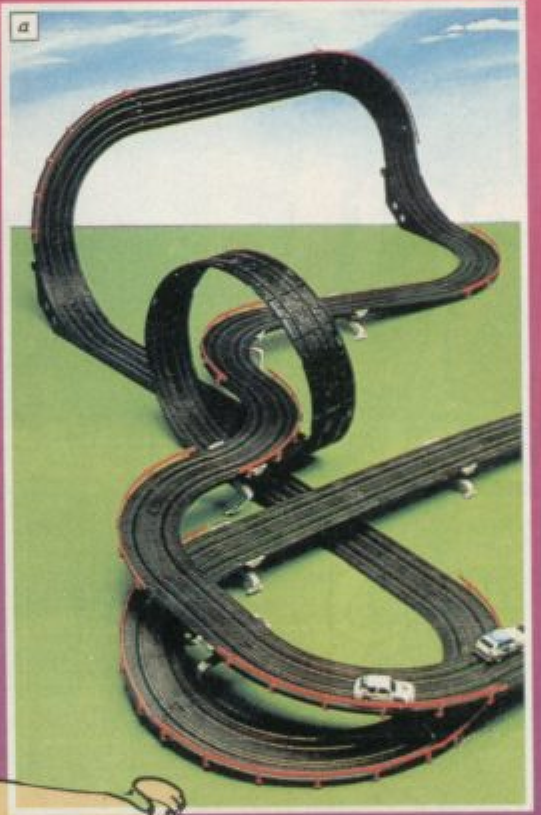
Lemmings is one of the most original games to hit not only the Spectrum, but the whole computer games industry for some time and deserves to do well. It's a very difficult thing to be able to tell someone what the game is like because there's never really been anything like it, although I feel there will be a lot of clones...



*Banzaaiiiiii!!! If you play the game well, then parachuting off the drops will be as near as these rodents ever get to going splat!!*



# EBENEEZER SUMPTER'S GIGANTIC CHRISTMAS BONANZA!



*"The rally experience of a lifetime". This well rad and really dangerous track features a loop the loop, a vertical wall and a car bustin' S curve. The auto's featured are a Golf GTi and a Peugeot 205 GTI. And get this: the track is 8.39 metres long (27.5 ft). Crikey!*

HAPPY CHRISTMAS

**It was 2 am on a cold, frosty December morning. The SU crew slaved away while mean old Sumpter, the biggest miser in history, rubbed his hands with glee in front of the sandwich toaster originally bought to heat the building by someone named Graham Taylor but now being used by Sumpter to dry his two week old socks. "Please sir, Jerry and Alan pleaded with the old scrooge", please may we have a day off some time. But Sumpter wouldn't listen, he just continued to chomp on a raw onion sandwich and breathe the resulting caustic fumes on the unfortunate Crew members.**

But two nights later, Sumpter was visited by the ghost of Christmas past in the shape of Steve Keen dressed in a white sheet, cowboy boots, a Gun's 'N' Roses t-shirt and a Gucci jacket. "Maahn" said Steve, "maahn if you don't end your miserly ways I'm gonna come back and work on your mag again dude". Garth was immediately cured and to prove it he decided to splash out on an incredibly silly amount of prizes for the Christmas issue of SU, I mean, just look at this lot:



## WE'RE GOING TO DRIVE YOU UP THE WALL THIS CHRISTMAS!!

Yes, courtesy of those absolutely fabbo people at Tomy Toys, we've got the ultimate Christmas compo, better than a whole turkey hamper and as much Christmas pudding as you can manage, better even than a holiday in the Outer Hebrides with Big Al and his bagels for company.

## TWO TOMY AFX ELECTRIC RACE-TRACKS MUST BE WON THIS MONTH.

You've seen the action on your Speccy screen in games like Stunt Car Racer and Cisco heat, now experience the real thrills of the chase with Tomy's amazing and gigantic race circuits.

And what do you have to do to win one of these amazing race tracks? Well you have to design a car for us. Yes the Garthmobile has finally wheezed it's last polluting gasp and because he's spent so much money bringing the SU crew out for lunch and buying them cola bottles and mini Swiss rolls he simply can't afford a new one. So your job is to send us some automobile designs, and cheap ones too, so we can build Garfy a new one. Get to it during the Christmas hols and re-



*"The ultimate turbo speed challenge". This is the prize that Al wants to win, (but he can't, so there). A multitude of tricky hairpin bends, a banked curve and a treacherous chicane. And as that's not enough, this track is even longer at 9.5 metres (31 ft). Hope you've enough space for this one!*

# PINBALL *Wizard*



A couple of handy sized pinball tables are up for grabs!!

Wow! Christmas with Eboneezer Sumpter won't be so bad after all now that he's got some pinball tables in the office. Unfortunately, after charging us 10p per game for a week, Mr Mean put them all back in the boxes and announced that they were prizes and that we couldn't play with them any more. But at least we did get some practice in, so that the SU Crew could all be pinball wizards.

<Cue the music.> ...and we know a song about that, don't we children...

They can't see no distractions,
Don't hear no bumps and bells,
Their boss he is so awful
And so's his sense of smell
He's got crazy flipper fingers
And a nose that isn't short
But the rad and fab SU Crew
Still play a mean pinball...

Yes, it's really a Tomy Christmas this year, as they're putting up two prizes of pinball machines so that you too can be your very own Pinball Wizard (without having to have you sight and hearing removed... Hurrah!)

The two prizes on offer are the large ASTRO-SHOOTER table that comes supplied with its own transformer and has electronic scoring, bumpers, roll-overs and even has an under table 'mystery gateway' where the ball disappears with a real, pinball action. It's so fab that during the time we were, er.. testing it, no work got done at all so Garth took it home and refused to bring it back until the magazine was finished.

It's little brother, ATOMIC PINBALL, weighs in a few pounds lighter and runs on batteries but retains most of the features of its larger brother. It's light yet rugged construction makes it an ideal portable gametime companion and.. (that's enough of that -ED).

So what do you have to do to win one of these monsters?

Simple, just answer the following simple question.

*1) What was the name of the fictional deaf, dumb and blind character played in the stage musical by Roger Daltry?*

And then, in not more than 50 words, Suck Up to us and tell us why we should give you our brilliant pinball tables..

Mark your entries 'Pinball Wizard', Su Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to arrive here no later than Jan 15th. The editor's decision is final.

No correspondence will be entered into because the silly old fool can't write and no employees of EMAP Images are allowed. So there.




# DOUBLE DRAGON III

Hiiiy arrrraggghh me Guinness! That's the noise that's been going around the office of late as, spurred on by the fabulous Double Dragon III that he reviewed this month, Big Al' Dykes has decided to take up a martial art. Only problem is that as a devout Irishman, Al' decided to train in the little known Irish martial art of Tai Den Bound. This ridiculous form of self defence completely paralyses any people anywhere near you so that they cannot harm you. It works like this... Al talks to the people in the office about the beauty of "the old country" and as soon as they fall asleep, he ties them up - thereby removing any physical threat that they may have been.






*The Double Dragon III sweatshirt. As modeled by the lovely Yvette, with embroidered logo. (Not her, the shirt!)*

We're working on a way to have the intellectual threat of Big Al's utterly useless ideas removed too as everyone in the office keeps falling over bits of rope and ninja strength selloptape that Al' leaves lying around in his pitiful attempts to become a grand master. But each to his own as now, you too could become a master at Double Dragon III as we have 20 copies of the game and 20 very tasty, designer sweatshirts as modeled by our very tasty designer Yvette, to give away. (Double hurrah!)

All you have to do to enter the compo is select the correct answer to the following questions.

*1) Tai Den Bound is...*
a) The name of the founder member of the UK Subs
b) A completely useless form of self-defence

*2) Alan Dykes is...*
a) A French racing driver who practices a lot on the coast in Holland.
b) A completely useless form of Irishman.

Send your answers on a postcard to:

Double Dragon III for Me, SU Towers, Priory Court, Farrindon Lane, London EC1R 3AU to arrive here before Jan 15th.

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GAME: Chart Attack LABEL: Gremlin MEMORY: 48K/128K TAPE:£14.99

# CHART ATTACK

**Garth**
*Nothing in this Chart Attack compilation succeeds in being stunning but I don't think you'll be especially let down by it either. So pick up your sword, shift the car into gear and it's up, up and away!*



Well now, what do we have here? A combination of racing sims and shoot 'em ups, and a good one to boot. What's happening to the world these days, eh?

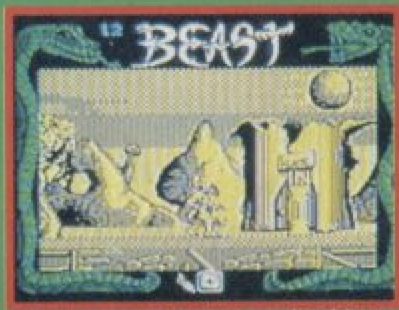


This compilation from Gremlin has the best of both worlds with the inclusion of Lotus Esprit Turbo Challenge, Shadow of the beast, Ghouls 'N' Ghosts, Super Cars and Impossamole.

First out on the grid, Lotus Esprit Turbo Challenge raced up the charts. with its good driver's seat perspective racing action and graphics which set Lotus apart from other racing games. Definitely right up on the starting grid making as much noise as the big boys.

Vertically viewed race action can be seen on Super Cars. It's fast, graphically good and the power-ups and new cars that can be purchased with race winnings make it well worth a look.

Ghouls 'N Ghosts is a ferocious fighting game with lots of monsters and lots of movement as you leap old Arthur across five huge stages in the hunt for his lady. Ghouls 'N Ghosts is a classic game that everyone should have.



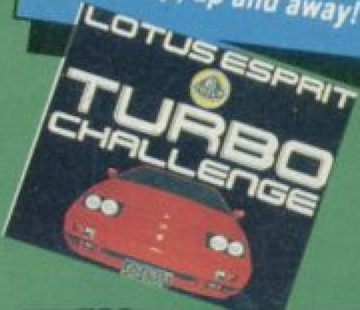

*This is a really strange looking nightclub. Hope he's got a tie.*




*Impossamole contemplates kissing frogs. Takes all sorts eh?*

Shadow Of The Beast has excellent graphic presentation and fantasy/adventure storyline. A long game that'll really attract beat 'em up fans.

Impossimole, a 1990 addition to the Monty Mole adventure saga was a reasonable bash marred by some difficult playability and lack of any real excitement, not a very inspiring game.




## scores

**OVERALL 80%**
Big Al Dykes

**Alan**
A fine collection whose lastability is greatly enhanced by some well-known and highly playable games. If you're into platform adventure and racing this is the one for you.

GAME: Super Heroes LABEL: Domark MEMORY: 48K/128K TAPE:£14.99

# SUPER ★ HEROES

## scores

**OVERALL 81%**
Big Al Dykes

Not a very big collection by comparison with some others on offer this Christmas nevertheless it does have lots of action and adventure and unlike the larger packages there are no really naff games on board.



There's nothing people like more than a hero and Super Heroes is packed with them.

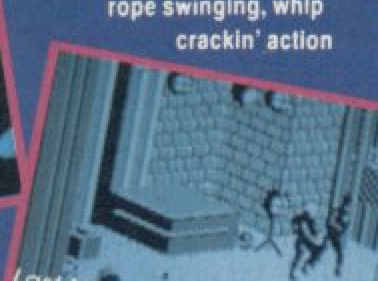
The Spy Who Loved Me last month in the Bond compilation and now it's available on Super Heroes where you get a chance to compare Bondy with three other lean, mean fighting machines. The game itself involves action on land, sea and air and although the playability and graphics aren't stunning, the game has lots of variety.



*Da, da,da... That Indy is a real swinger*

Strider 2 also appears on the Capcom collection and I havn't changed my opinion of it, despite having several cold showers in the meantime. It's a worthy follow-up to the original game with oodles of playability, power-ups and some nice graphic backgrounds.

The hero is back in Indiana Jones and the Last Crusade and is an amazingly accurate and atmospheric game and probably the best of the Indy series, featuring good rope swinging, whip crackin' action and cute realistic graphics.

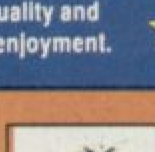


*Last Ninja 2 has superb graphics but strange controls.*

A fun game whose only real fault is the frustratingly difficult playability.

Last Ninja 2 is based around Japanese feudal warriors, the last of whom must defend their honour. The game is part puzzle and part beat 'em up and excellent graphics and gameplay make it a fine addition to a fine compilation. Super Heroes isn't a quantity compilation, but what is there is quality and promises lots of enjoyment.

**Garth**
*It's sad but most bods will look at the quantity of games on Super Heroes and not the quality of the product.*



GAME: Cisco Heat LABEL: Imageworks MEMORY: 48K/128K TAPE: £10.99

# Cisco Heat



Right officer, be careful out there!

There's nothing like a spot of racing around the streets of San Francisco and it's much easier if you do it in the driving seat of a San Fran police car.



Aggh, watch out for that school bus!!

Yes, the Imageworks' conversion of the Jaleco coin-op, has you using all your cop-like skills (crossing schoolkids across zebra crossings and stuff), to get right across town and to each of the winning points. Sounds simple? Well there's a bit of skidding around the right angle corners, (cue the music.... "I left my car, in Sad Fran's Disco"), a bit of horn blowing when Percy Public get in your way ("You bloody road hog... Oh, sorry officer), and a wee bit of gear changing as you try to make your way past lorries and cars on your way to the police's pole position.



Hmm. Second place, not good!

A cheery tune makes life slightly more bearable as at certain junctions you plough into the side of a stationary bus, sending your car flipping through the air to spin across the road and lose you even more time. And if you can't make your destination before the timer reaches zero, then you've had it matey and everyone knows that you're a crap cop and snigger a lot while you cross even more kids across a zebra.



Oh boy another day, another headache.

**Alan**



*Cisco Heat will not win any graphics awards but it does manage to get you driving on the edge. The game is thus quite challenging, if a little frustrating. If you like San Francisco and you like driving then you might just find this game interesting. Hurrah!*

## scores

| | |
|---|---|
| GRAPHICS | 81 |
| SOUND | 78 |
| PLAYABILITY | 80 |
| LASTABILITY | 75 |

**OVERALL 78%**
Garth Sumpter

A very reasonable conversion that unfortunately becomes increasingly annoying each time you play it so after a little time you'll see pigs fly - straight out of the nearest window.

GAME: Round The Bend LABEL: Impulze MEMORY: 48K/128K TAPE: £10.99 DISK: £15.99

# Round the Bend!

Round the Bend as a children's TV series is certainly entertaining and more than a little wacky. Unfortunately the only wacky thing about this computer game is when you whacky the joystick offy the wall in sheer frustration!

Round the bend's characters are Doc Croc, publisher and editor of the RTB comic, Lou Brush, the artist, Jemima Wellington-Green and Vince Vermin, fluffy teenage terrors. As the sprites are either rodents or a crocodile the game, rather aptly, takes place in a sewer (watch out for gutter humour).



Mmm. One of those excellent sub levels!



Boing!! Doc Croc bobs into trouble.

Lou has invented a new printing press which has inexplicably been blown up by Doc Croc along with an entire issue of their comic (eek!). Our furry heroes must recover the parts of the printing press and the missing comic pages before the printing deadline elapses. Hmm. Strikes me that the game should have been called SU Crew as we seem to go through this problem every month, the only difference being that our 'old croc' is known as Doc Sumpter.



Crikey! Those Teddys look vicious.

Round the bend is difficult to play mainly because control is slow and the background screens are too cluttered to allow accurate judgment of your character's movements. Unfortunately the plot isn't too inspiring either and I can't understand why each sprite makes an unfunny farting sound as he or she jumps. Not what I call riveting entertainment.

**Garth**



*A pile of old croc's droppings. I've had more fun racing slippery kippers along a tight rope. What are you doing Zeppelin?*

## scores

| | |
|---|---|
| GRAPHICS | 57 |
| SOUND | 53 |
| PLAYABILITY | 51 |
| LASTABILITY | 61 |

**OVERALL 48%**
Big Al Dykes

Not Turtles, not Gremlins, not even Noddy goes to Toytown in the Garthmobile. This game had potential but none of it was realised. Only get it if you like being frustrated.

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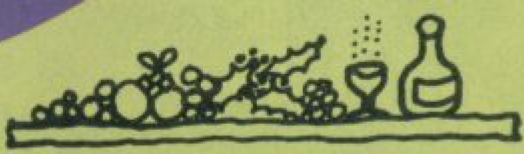
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# Sorc

Greetings, mortals. If my column sounds a bit hoarse this month, it is because I am nursing a cold. My mouth feels as if it is full of broken glass, I am using more tissues than the puppies in the advertise ments on television. My brain keeps sinking off into a grey mist, and my energy level is at an all-time low. On top of all that, I've been told my cough sounds like an angry mule. Charming!

Still, Heaven knows we don't complain (ahem!), so let's see what we can come up with this month.

Gordon Inglis is a name that we have mentioned in the past, although he now seems to have changed his name to GI Games and is accepting cheques made payable to the order of Sandven Ltd. Gordon started off with a series of advertisements for Spectrum games, and he has now got some classic games on offer - all of which cost just 1.99 each and include such titles as The Extricator, Four Minutes To Midnight, Ronnie Goes To Hollywood, Quann Tulla, In search Of Angels, plus many others. Also included are such three partners as The Big Sleaze, The Boggit, Robin Of Sherlock, The Dragonstar Trilogy, and so on. Even these are at the same price of 1.99, and like the rest they are also post free in the U.K. So, if you want to update your collection with some blasts from the past, then why not make the enquiries to Gordon, or GI Games, at 11 West Mayfield, Edinburgh EH9 1TF.





## Witts End

### CLOUD 99:

(from where we left off): sw, n, pour cement on mud, n, give paper to cockerel, e, get bucket, exam straw, get boots, wear boots, w, w, get eggs, e, s, s, u, insert rainbow card, d, w, give eggs to baker (call back for a reward), e, ne, exam sculpture, get poles, sw, w (baker gives you a cake), e, u, insert grey card, d, e, exam machinery, insert poles, w, w, u (boots protect you), exam contraption, remove currants from cake, put currants in contraption, d, e, u, insert yellow card, d, se, give fertiliser to mother nature (she gives you some bulbs), nw, ne (if sunbeam fairy not here, wait till she turns up), give bulbs to fairy, sw, u, insert grey card, d, nw, get coals (in bucket), se, u, insert yellow card, d, nw, put coals in furnace, drop bucket, se, u, insert rainbow card, d, nw, w, exam screen, pull levers ... the end!

### EYE OF BAIN:

(from where we left off): u, drop cross, get torch, go window, tie vine to gargoyle, climb vine, w, w, n, e, climb slope, light wood, d, w, n, go hut, go door, go temple, kill serpent, climb idol, get emerald, examine head, pull lever, d, go passage, e, e, enter boat ... and that's another one done!

### DODGY GEEZERS:

(from where we left off): open crates to see gold bars, close crates, soapy and Mr Video ask if you want them

# ceress



Gordon is also in the market for buying second hand Spectrum adventures, and boasts that nothing will be refused. This means that he'll probably give you about tuppence for some game that nobody but you has ever heard of, but you will get a fair price for a fair game. Just like those second-hand record shops who use the same slogan ("nothing refused"), the price that you will get depends very much on the quality of the material on offer.

As a final service, if you are desperately trying to get hold of a particular adventure, you can also write to GI Games and see if they have it in stock. You will receive a list of everything that is currently on offer, which by now probably runs to about three million games, so if you ARE determined to update your collection by acquiring a special game then GI Games are well worth a stamp. You've got a better chance of finding it there than by walking into the nearest Boots or W.H. Smiths, who very rarely seem to stock anything of interest to the Spectrum adventure player, especially if you happen to be a text-only purist.

This is why (oh, another cunning link), we must support the small software houses like GI Games who continue to offer quality material at extremely low prices. Generally speaking, they're not in the market to make vast amounts of profit. They're in it to give vast amounts of pleasure instead. The pennies keep them ticking over, of course, so let's take a look at just three of the Spectrum games available from GI Games.

Four Minutes To Midnight is a futuristic kind of game, in that ninety percent of the Earth's population has been wiped out by a bacteriological disaster (something not unlike my cold, I would imagine!). You have to find



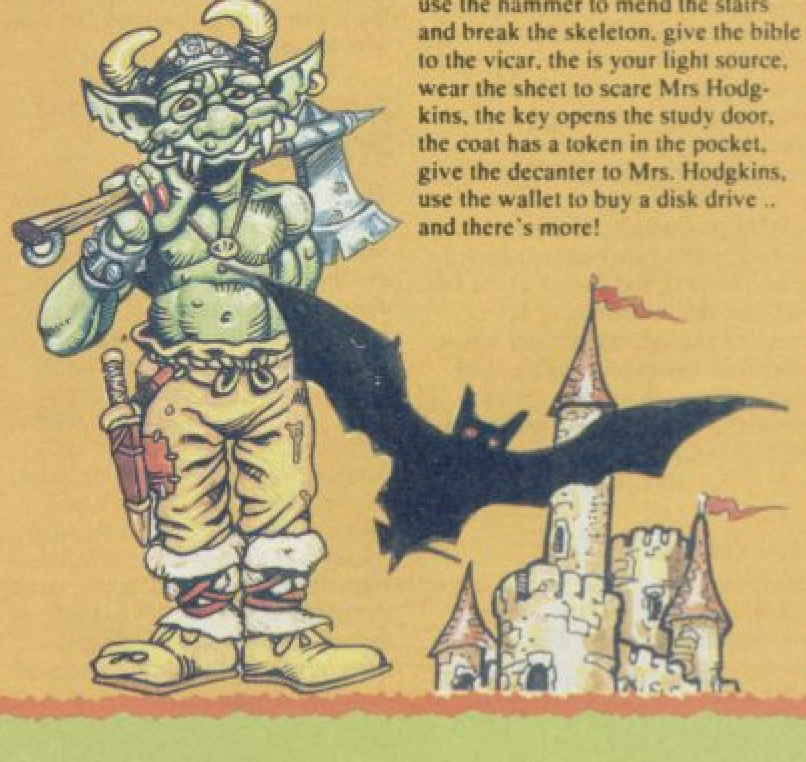
to load the gold, say "No", and when asked what to do say "Collect nails". Get trolley, north, close vault, north, west, drop trolley, east to justin perrier's office, south to the corridor, east to behind the counter of the national usury bank, and it is now Sunday evening. East to the bank foyer, east to terminal street where there is a van, get in van, when soapy asks where to go say "docks", and you will be taken to the jetty where there is an Italian racing yacht. It is Monday morning. Get out of van, and the crates will be stored on the yacht. Board yacht, where there will be wooden crates and a newspaper. Read newspaper to get final message (which you can read for yourselves!) .. yet another one completed!

## MORDEN'S QUEST:

(from where we left off): u, e, e, take transporter, transport diamond, d, e, n, and the jungle area is complete. In time machine, push or press plates to move to other zones, though these are random, so just keep trying until you get the one you want. When exiting north, the shingle beach means you are in the undersea area, the chalk hollow means you're in the Roman area. When exiting south, the large cave is the jungle area, and the ante room is the futuristic area. So, the undersea area. N, n, nw, climb into boat, d, take aqualung, n, n, n, se, u, se, d, ne, fill aqualung, w, s, nw, take black pearl, nw, n, n, n, off lamp, n, n, on lamp... to be continued

## ESCAPE FROM HODGKINS MANOR:

Use the knife to cut the moss and the vine, break the shed door with the axe, throw soap at the gardener, use the nails to mend the stairs, give the carrots to the maid, use the planks to mend the stairs, ditto the rusty saw, use the hammer to mend the stairs and break the skeleton, give the bible to the vicar, the is your light source, wear the sheet to scare Mrs Hodgkins, the key opens the study door, the coat has a token in the pocket, give the decanter to Mrs. Hodgkins, use the wallet to buy a disk drive .. and there's more!



# Sorceress

five companions and establish a colony across the states of America, as well as removing your old nuclear stockpile in order to create a secure future for the world (political stuff as well, eh?)

This not an easy game, and many puzzles (apart from the infuriating start) can only be solved by two or more of your party working in tandem, but if you like a tough adventure then this one certainly fits the bill.

H.R.H. is more on the humorous side, since it starts of by telling you that you have to return a giro to the Queen (realism is not a strong point here, I might add!). This game was originally written by renowned software house 8th Day Software, and the humour in this Quilled adventure is, as befits the quality of their games, spot on.

This probably not as difficult as Four Minutes To Midnight, but it is definitely not easy either. It also helps if you play the game wearing earplugs, and if you buy it you'll soon see, or rather hear, why.

Finally, a quick mention for Energem Enigma, which was originally released by Precision - and is a workmanlike fantasy game. Oops, out of space, bye!

## The Sorceress - Getting You Started

### BENEATH FOLLY:

(from where we left off): examine pentagram (letter O), e, e, examine pentagram (demon in it), examine demon (Groo, the invincible one), say hello ("I do not fear anything"), w, w, s, s, inventory (carrying nothing), examine nothing (nothing here, but the inventory and examine commands must be carried out in this order in this room), n, n, e, e, throw nothing (demon plucks object, shrieks, and is gone), examine pentagram (letter D, and a crack in the east wall has also appeared), e, w, examine pentagram (formless mist), enter door (room of thought), think boat, get boat, think oars, get oars, think grappling hook, get grappling hook, think parachute, get parachute ... to be continued

### THE SERF'S TALE:

(from where we left off): se, se, ne, e, u, e, u, n, e, dig, d, w, nw, prop roof, nw, drop disc, stand on disc, gluph, get eggs, stand on disc, gluph, get scarab, replace eggs, examine scarab, get disc, se, se, e, u, sw, s, d, w, w, w, w, drop disc, d, climb beanstalk, w, fee, fie, foe, foo, get eggs, e, e, u, stand on disc, gluph, drop eggs, stand on disc, gluph, get disc, e, e, ne, e, u, e, u, s, u, w, w, w, s, n, u, s, n, sw, w, se, mage den ... that's it!

### JEKYLL & HYDE:

(from where we left off in part one): take phosphorus from vessel, put phosphorus in jar, drop bottle, drop flask, drop jar, lock loft, down, lock cabinet, s, s (if you hear conversation from the kitchen, you must find poole and "tell poole about nightmare"), s, s, wait (near the entrance hall until the doorbell rings and guests enter), ask lanyon about salt (and enjoy your meal!), e, n, n, n, unlock cabinet, up, take all, examine jar, take phosphorus from jar, put phosphorus in flask, put salt in flask, pour alcohol in flask, wait (while the reaction takes place and the text turns to green), drink potion (the password for part two is evil, as that is the last word of text after drinking potion) ... to be continued.

### MAGNETIC MOON:

(from where we left off in part one): tie wire to boltholes, throw wire into hold, d, d, climb down rope, d, d, aft, get cutter from backpack, cut girder with cutter, put cutter into backpack, get girder, for, tie wire to girder, drop girder, jump, up, climb rope, get grapnel, up, up, pull wire, untie wire, get girder, port, aft, prop plates with girder, aft, aft, port, exam port, get cutter from backpack, cut glass with cutter, put cutter in backpack, smash glass with axe, exam port, hook grapnel on port, climb out port, d, switch off flashlight, flick rope, follow tracks, exam cliff, exam niche, push knob, enter tunnel ... end of part 1, so save to tape.

### THE PHILOSOPHER'S STONE:

(from where we left off): east, throw casket, north, north, get robe, south, south, west, down, examine door, examine talisman, put talisman (the door opens), get talisman, west, up, south, east, down, wear talisman, east, south, east, south, east, south, support scales, get stone, put cube, north, west, wear robe, north, remove robe, west, north, west, up, west, north, down, west, west, south, west, rub ring, west, down, west, down, swing, north, east, east, north, north, up, squeeze through, southeast, southwest, down, south, west, south, sit on, iraheb (for return journey), climb through, north, west, west, west, north, north, north, north ... and complete the adventure.

# Letters

### STALKER

**Tony Hooper, a boyo from Cardiff writes: In the game called Stalker, I assume that you have to make the boat waterproof in some way before using it (good assumption!), but I haven't the faintest idea how to go about doing this. Can you help?**

* *Of course! Erm, now then, what DO you DO? Oh yes. You need to use the bear's skin to waterproof the boat. Well, it keeps the bear waterproof, anyway. However, the bear is not exactly thrilled at the idea, so you have to wait until it is distracted chewing on the alien, at which point you can blast it and use it's skin.*

### BOOZE UP MUDDLES MY BRAIN

**Carol Grant, one of the Wolverhampton Grants, writes: I've been playing a game called Boose Up, and unless it's just me, I find it extremely illogical at times. Still, we have to persevere, don't we? What I want to know is, how do you find the spur? I can understand most of the game, but this part of it has definitely got me beaten, so to stop me terrorising the kids, can you tell me where it is?!**

* *For the sake of your children, I reckon that I ought to tell you. To find the spur, you must take Clive Allen. This chap used to play football for Tottenham Hotspur football club, although now he plays for Manchester City, or so I'm told. Presumably this would mean that, if you take Clive Allen now, you will find a man. This seems very reasonable to me!*

### TRAIN ROBBERY AT A STANDSTILL

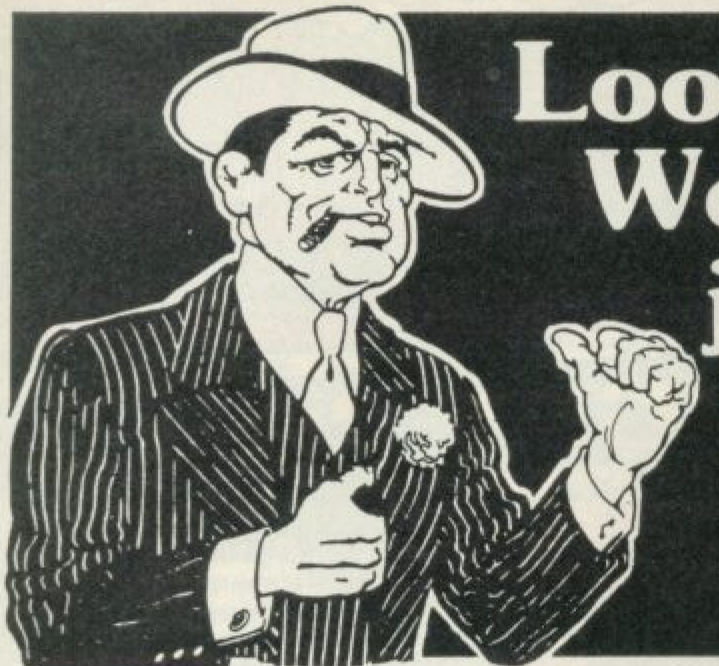
**Liz Collins, a resident of the London postal district NW5, writes: 'I've been re-exploring The Great Peepingham Train Robbery, but as usual I have come to a complete halt. The reason for this is that I know I have to blow up a balloon, and I've tried and tried to blow it up, but the wretched thing just refuses to expand properly. At least, I assume that I have to blow it up. Am I going along in completely in the wrong direction, and the balloon is just a red herring for thickies like me? Or do you really have to blow it up, and in that case, how?'**

* *Great balloon mystery rocks jittery city. Yes, you do have to blow the balloon up, but before attempting to do anything to it you will need to consume some cider. This, for some reason, gives you enough wind to blow it up. When you've blown it up, which you must do at the base of the tower, just hang on to it and the wind will carry you all the way to the top of the tower.*

### RIDDLE OF LOGRYN

**Ray Edwards, from the Preston branch of the clan, writes: 'Having just bought a second-hand Spectrum, I'm a newcomer to the world of adventures (welcome aboard!), and one of the first games that I've played is one that I got with the computer. It's a game called The Pendant Of Logryn, and I keep getting stuck when I'm asked a riddle. This is probably something very simple to an experienced player, but can you help this novice?'**

* *Naturally, we all had to start somewhere. The answer to the first riddle is ALKO (Alchemist, Logryn, King, Orc), and a second riddle has the answer BIDO (Beggar, Imp, Dragon, Orge).*



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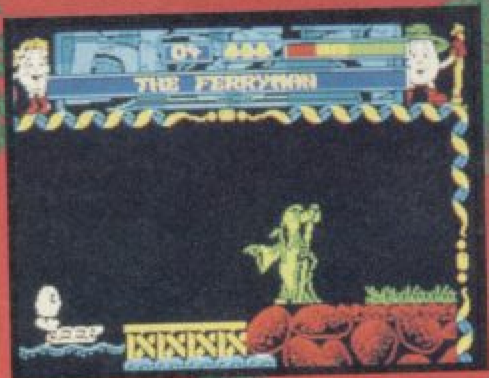
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# CHRISTMAS

Yikes a-lordy and merry Christmas to you all!! Ho, ho, ruddy ho in fact. You'll soon be opening all your presents amid hoots of delight as you find the games that you've been waiting for since last Christmas and gasps of displeasure as you uncover yet another of Auntie Mabel's horrific and completely un-rad, hand knitted jumpers with a squirrel on the front. (Why does she do this every year? She always says that you're her favourite nephew and then gives you unmitigated rubbish!)

Well now you can tell her exactly what you want thanks to SU's Christmas Crackers chart. We've listed our top 20 full price games, top five budgets and even given you a best of the compilations list. All the games are SU Crew recommended. So get out there - use the list, feel the force and avoid any Christmas Turkeys!




*Don't pay the ferryman until he gets you to the other side! OK, then Dizzy, don't take my advice, go ahead, make his day!*

## BUDGET TOP 6

### 1 DIZZY'S EXCELLENT ADVENTURE - Code Masters £9.99

The ultimate compilation that contains three completely new games, Spellbound Dizzy, Dizzy: Prince of the Yolk Folk and an arcade Dizzy game called Dizzy Down the Rapids. There are also two old favourites, Panic Dizzy and Quicksnax.

**SU Overall 90% - Reviewed this issue.**

### 2 CARTOON COLLECTION - Code Masters £9.99

Dizzy, CJ's Elephant Antics, the superb Slightly Magic, Spike in Transylvania, Seymour goes to Hollywood, superb cartoon fun with all your favourites packaged in one.

**SU Overall 87% Reviewed this issue.**

### 3 CAPCOM COLLECTION - US Gold £14.99

It's got the lot Strider, Strider II, Dynasty Wars, U.N. Squadron, the amazing L.E.D. Storm, Forgotten Worlds, Last Duel and the never to be forgotten, er Ghouls n' Ghosts.

**SU Overall 85% Reviewed this issue.**

### 4 SUPER SEGA - US Gold £14.99

All of US Gold's hottest Sega coin-op conversions (with one notable exception): Golden Axe, Crackdown, Super Monaco G.P., Shinobi and the not so hot (in fact, extremely cold and fishlike), E.S.W.A.T. (Agghh!)

**SU Overall 84% Reviewed Dec Issue.**

### 5 SUPER HEROES - DoMark £14.99

It's got some most excellent games dude including: Indiana Jones and the Last Crusade, Strider II, the graphically wonderful Last Ninja II and (blurp!!) the not so good, Spy Who Loved Me especially for those into a bit of Bond.

**81% Reviewed - this issue**

### 6 CHART ATTACK - Gremlin £14.99

Lotus Esprit Turbo Challenge, Impossamole, Ghouls 'N' Ghosts, Super Cars and Shadow Of The Beast all feature on this compilation. Good racing action and even better beat 'em ups represented by G'N'G and Shadow. Mmm. Yummy.

**SU Overall 80% Reviewed this issue.**







*LED Storm, a storming, futuristic road race. Pick up that fuel! Motoring along in your hovercar there is a real sense of speed.*

## RE-RELEASE TOP 5

### 1 STUNT CAR RACER Hit Squad £3.99

This game shows the Spectrum at its absolute best. This was without doubt, the best ever racing game EVER on the Spectrum. You get to race against a friend or the computer across several, high rise racetracks using all your skill and strategy to make the jumps without plummeting to your doom.

**SU Gold 96% Best Budget - Jan '91**

### 2 CHASE HQ Hit Squad £3.99

Fast and furious Chase HQ is the best cop racing game available for the Spectrum. The game is difficult but not unmanageable and the smoothly scrolling graphics, nice colour and smooth accurate playability make this game absolutely essential for driving fans.

**SU BEST BUDGET Reviewed - Nov '91**

### 3 ROBOCOP 1 Hit Squad £3.99

The game that dominated the charts for a year, Robocop was an excellent bash with almost unbeatable graphics, atmosphere and gameplay. Defeat the OCP with their advanced ED 209, the completely robotic replacement for everyone's favourite Tin Man. Great shooting action and superlative gameplay. A winner all the way.

**SU Classic 94% Reviewed - Jan '89**

### 4 X-OUT Kixx £3.99

Super submarine antics as you battle it out underwater in a choice of three subs with a massive variety of missiles and weapons. Fast, involving gameplay and some ferocious end of level guardians make X-Out a whizz of a game.

**87% Reviewed - Dec '91**

### 5 TOTAL RECALL Hit Squad £3.99

Just released on budget, big, chunky Arnie sprites and a large scale plot make this Martian escapade a real "I'll be back" situation. Follow the arrows around a maze of platforms and blast the bad guys away. Excellent sound and graphics.

**SU GOLD 91% Reviewed Oct '90**






*The definitive raceing car sim on the Spectrum, Stunt Car. Unmissable action as you burn rubber in competition after competition.*

# CRACKERS

## FULL PRICE TOP 20

**1 WWF - Ocean £10.99**

This is it! The game that everyone will have in their Christmas stocking this year. Fight your way to the top past all your favourite WWF stars. Great graphics, glorious gameplay and shocking speed.
**SU GOLD 91%**
**Reviewed Dec '91**

**DOUBLE DRAGON III - Sales Curve £11.99**

Furious arcade action and its best seen on the Spectrum! The graphics are utterly superb and feature the continued exploits of Billy and Jimmy as they beat their way around the world in five missions in their quest to discover the Rosetta Stones...
**SU GOLD 93% - Reviewed Jan '91**



**TURTLES 2 - Mirrorsoft £11.99**

Last year saw Turtles bought up by everyone and this year, even when you take away the hype, you are left with what is actually a great conversion from the arcade. Will the Turtles prove as popular as they were last year? Who knows dude, but it certainly deserves its third best label.
**SU GOLD 90% Reviewed Dec '91**

**LEMMINGS - Psygnosis £11.99**

This is THE game for anyone who wants something just that little bit different. Lemmings, as reviewed in this issue, is a bizarre strategy game that is wild, thoughtful and nuttier than squirrel droppings. You must guide the lemmings across different terrain, stopping them from doing what lemmings do best. Commit suicide.
**SU GOLD 92% - Reviewed this issue**

**SIMPSONS - Ocean £10.99**

Not just a game for those of you with a satellite dish, Simpsons is a faithful reproduction of the Nintendo Entertainment System version. It's particularly accurate on the Spectrum which is probably the best version of the game.
**SU GOLD 90% - Reviewed Nov '91**

**SUPER SPACE INVADERS - Domark £11.99**

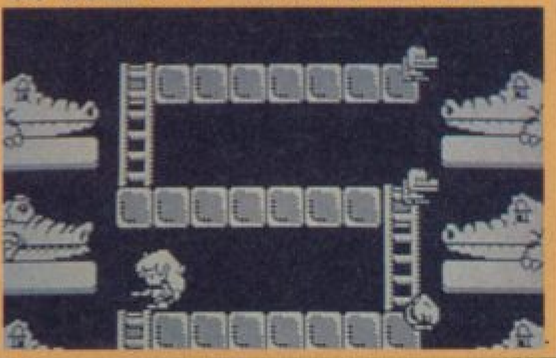
A blast from the past with the game that made addicts out of an entire generation. Super Space Invaders is still basically the same game but with many new features and a complete graphic facelift. Well worth a look even though Invadermania has ceased to be a big social problem.
**SU SILVER 84% - Reviewed Dec '91**

**HEROQUEST/RETURN OF THE WITCHLORD - Gremlin £11.99 / £5.99**

Pure role playing action based on the board game of the same name, where you increase the fame and wealth of your characters as you play. And with Return of The Witchlord, an expansion game, you can count on months rather than weeks of gameplay.
**SU GOLD 90% / SILVER 87%**
**Reviewed Nov '91 / Dec '91**

**RODLAND - Storm £11.99**

This month's cover demo, Rodland is a cute addictive platform game with over thirty levels and a multitude of hilarious but always dangerous enemies. By far the cutest game in the top 10.
**SU GOLD 91% - Reviewed Nov '91**

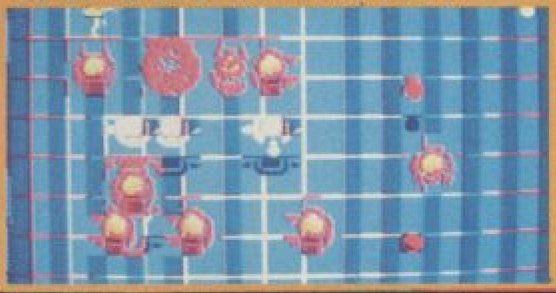


**HUDSON HAWK - Ocean £10.99**

One of the best film licences of the year despite the fact that the movie itself was a pile of old birds poop. Hudson is smooth, Hudson's in the groove and Hudson's on the move. If you like platform action games which involve humour and a bit of puzzle solving this is the one for you.
**SU GOLD 90% - Reviewed Dec '91**

**SMASH TV - Ocean £10.99**

Running Man meets world war three in a violent futuristic TV gameshow guaranteed to scare the pants off anyone who has a phobia about fast action. Smash TV is one of the arcade conversions of the decade and certainly hasn't had enough attention so far in the shops.
**SU GOLD 94% - Reviewed Oct '91**



**SWIV - Sales Curve £11.23**

This really is a monster of a shooty! And the graphics will make your mouth water. Large, well-detailed sprites are used in perfect conjunction with excellent sound as you move your helicopter or jeep, up the screen shooting anything that moves. Absolutely great.
**SU GOLD - 94% - Reviewed June '91**

**WORLD CLASS RUGBY - Audiogenic £10.99**

Well this is a breath of fresh air! Although the characters are matchstick in proportion there is a fine variety of colours available while the gameplay is so realistically recreated and fast that World Class Rugby can easily be described as the best rugby simulation ever available for the Spectrum.
**SU SILVER 86% - Reviewed Dec '91**

**MYSTICAL - Infogrammes £11.99**

Absorbing and odd. Mystical was a favourite here in SU Towers back in August and we haven't changed our minds about it yet. Play the part of a young magician with the task of recovering secret scrolls guarded by all manner of weird and wacky enemies. Vertically scrolling mayhem all the way.
**SU SILVER 84% - Reviewed Aug '91**

**F16 COMBAT PILOT - Digital Integration £14.95**

The definitive combat flight sim for the Spectrum. Excellent aerial manoeuvrability combined with realistic combat action across a variety of missions makes this flight sim a winner - many months after it was first released. Check it out, it's still in the charts.
**SU SILVER 88%- Reviewed Oct '91**

**TEENAGE MUTANT HERO TURTLES - Mirrorsoft £13.27**

This is the one that set the world alight last Christmas and we're certain that it will continue to sell for some time yet. It's an original, pizza noshin', baddie bashin', hip-hopin' beat 'em-up and excellent fun to boot
**SU GOLD 94% - Reviewed SU Dec '90**

**ROBOCOP 2 - Ocean £10.99**

Well what can we say, Robocop topped the charts for so long it's sequel had to be a success, but more than that it was a very good game. If you enjoyed Robo one and you would like to add to your collection you won't be disappointed. (Robocop 3 wasn't available at the time of writing but what we've seen looks so far, so great).
**SU GOLD 91% - Reviewed Jan '91**

**JAHANGIR KHAN SQUASH - Krisalis £11.25**

Squash isn't the sport that you'd think of as being ideal for conversion to computer but as World Class Rugby proves, it can be done. Speed accuracy and almost unbelievable realism make JK Squash the classic game that marked the end of Krisalis' Spectrum releases.
**SU GOLD 90% - Reviewed June '91**

**TERMINATOR 2 - Ocean £10.99**

Currently at the top of the charts, the Crew actually reckon that Terminator 2 is an absolutely excellent film rather than an actual game. But it is a must for all you Arnie fans out there...
**SU SILVER 84% - Reviewed Oct '91**

**MAN UTD. EUROPE - Krisalis £10.99**

Super management simulation with some real action to look at too. Without doubt one of the best football games currently available and a worthy, even better follow-up to Manchester United.
**SU SILVER 85% - Reviewed Sept '91**

**PITFIGHTER - Domark £11.99**

Big, well recreated sprites and quite fast action, Pitfighter is an excellent fighting bash which fans of the arcade will instantly recognise. A quality fighting simulation.
**SU SILVER - Reviewed October '91**



GAME: Capcom Collection LABEL: US Gold MEMORY: 48K/128K TAPE:£14.99

# CAPCOM COLLECTION









Compilations abound this Christmas and if the latest Capcom Collection turns up in your Christmas stocking then watch out! It's so hot it'll toast your toes and turn your corns into cornflakes.

Strider and Strider 2 are both quality games. In the original, the Red Lord has taken over Moscow and it's up to super warrior Strider with his bionic bodily appendages and amazing power ups to free it from his tyrannical grip.

In Strider 2 the very same man is hired by another world (no not the TV program with Lisa WOW! Bonet) inhabited by the Magentans whose ruler is being held to ransom by mutant space terrorists. He's equipped with a new laser and transmutation capabilities. The graphics are good with all the blisterin' action of the original.

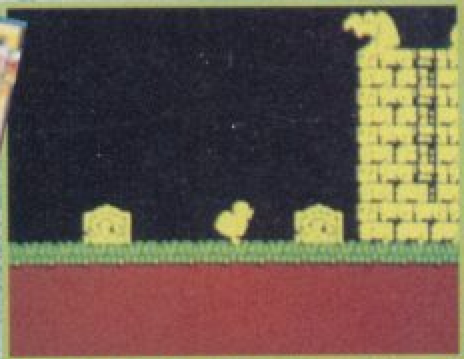






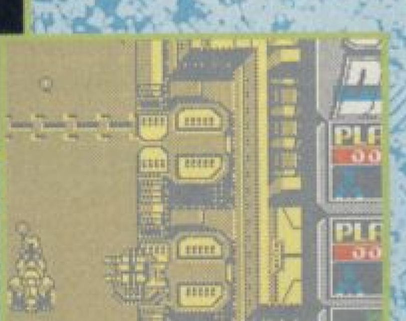


The level 1 laser turrets fall easily to Strider's lashing laser sword.



What a chicken! Arthur is zapped by the magician.

UN Squadron involves fighting ruthless drug barons with some amazing techno planes including an F14, an A10 and a F20. The monochrome horizontally scrolling graphics are well detailed but disappointing in animation. Unfortunately, the game isn't really up there in the stratosphere with the rest of this collection.



High speed automobile, Last Duel

And last but not least we come to Ghouls and Ghosts, well what can I say it's good, very good. In fact it's probably more difficult on Spectrum than on any other format so beware as you help Arthur on his medieval quest to rescue the Princess Hus.

Well ,well, merry Christmas, this is definitely a comprehensive collection of software. Most of the games are above average or very good and had a high profile as full pricers. If you don't already have one or more of them the Capcom Collection is well worth a look.












Keep your velocity up - you need the speed to make it past here...

nightmare scape where two super warriors must fight against an evil god of destruction who has laid waste to four, until recently prosperous, worlds. Not at it's best on the Spectrum but still a furious shoot 'em up.

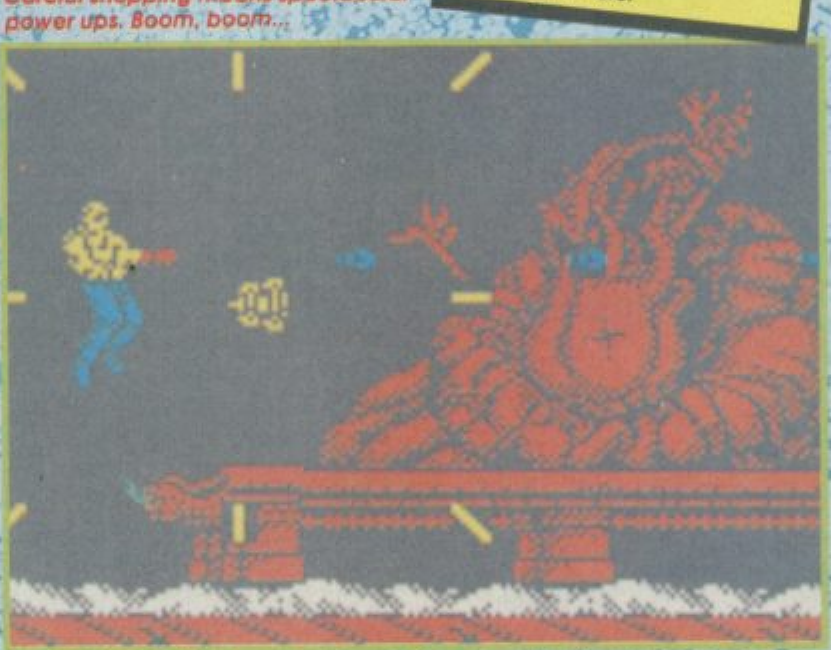
Last Duel contains more motorised mayhem in car and hoverplane as you shoot your way through vertically scrolling danger zones. A frustrating game I really wouldn't like to play again.

## scores

**OVERALL 85%**
Big Al Dykes

With at least three outstanding titles and a fistful of good ones this Capcom Collection looks promising. Eight games sounds like an darn fine deal and that's the conclusion we've come to here.

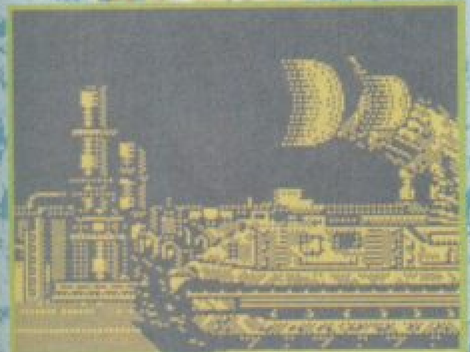
Careful shopping means spectacular power ups. Boom, boom...



LED Storm is one of my favourites and takes the form of a futuristic road race over nine challenging scenarios. Exceptional speed, playability, power ups and mind boggling action, this one's a real winner.

Dynasty wars is very, very starnge but worth a look if you are into medieval Chinese battling! (And if you are I suggest that you get psyciatric advice). It basically involves a horse mounted hero trying to defeat a really bad chinese guy and all his minions.

Forgotten Worlds is a fantasy



Superb large graphics on the end of runway nasties. What a biggie!!

GAME: Super Sim Pack LABEL: US Gold MEMORY: 48K/128K TAPE:£14.99

# SUPER SIM PACK

## scores

**OVERALL 79%**

Big Al Dykes

An average compilation with some fine simulations if you're into that sort of thing. Italy 1990 and Pro Tennis Sim are the best titles available here.

**Garth**

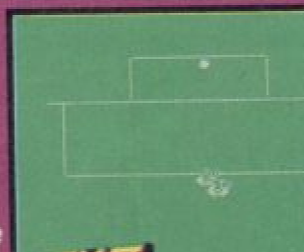


*Italy 1990 was one of the better footie sims of last summer and 3DTennis, although a little complicated and slow looks good too. The other games featured leave a lot to be desired though.*

Anyone for tennis? Anyone for football? Anyone for a spot of combat action with the special forces? Three sports simulations and a military one, a strange combination maybe but one which is bound to attract aficionados of the genre.



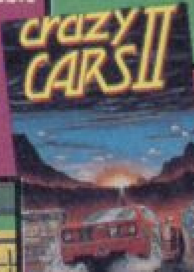
Italy 1990 was released in the midst of world cup fever last year and succeeded in being one of the best of a generally mediocre bunch of footie sims. Reasonable graphics and very impressive speed resulted in somewhat difficult gameplay but overall this game was quite a star.



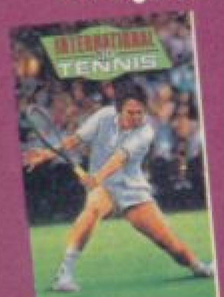
*Wow, looks like he's scored!*



*Yes, he has scored.*



Car racing games are popular in compilations this Christmas but unfortunately Crazy Cars 2 won't turn too many crankshafts. Its fast monochrome graphics enhance speed realism but don't really impress on the beautiful scenery front. Lots of vroom vroom less hurrah hurrah.





*This looks more like table tennis to me.*

International 3D Tennis was quite a popular release back in June 1990, however the monochrome 3D graphics didn't suit everyone. It's a realistic tennis game even if the players aren't and the amount of options available for one and two players, difficulty versus the computer etc. makes it an above average sim.

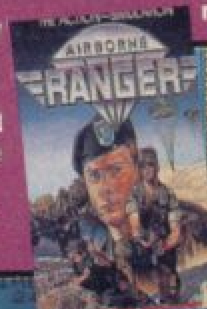


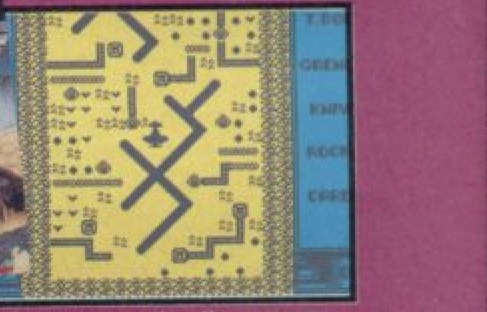
*The spotlight is on Crazy Car as he hits the bend at speed.*



*The speed has increased and so has the danger, bash that guy!*

Airborne Ranger is an unusual simulation. Combined joystick and keyboard control makes it difficult to play at first and even when you figure it out it doesn't make much sense. Guns and Ammo readers or Sylvester Stallone fans might have fun with this game but the matchstick marine action didn't really do anything for me. There are plenty of mission options though.





*Drop your supplies then drop your troops - Airborne Ranger.*

The sports sims included here are worth a look at though don't go spending your life savings on them. Airborne Ranger is a little disappointing.

I would really only recommend Super Sim Pack to those who already know these games and desperately want them.

GAME: Cartoon Collection LABEL: Codemasters MEMORY: 48K/128K TAPE:£9.99

# CARTOON COLLECTION

**Garth**



Ha! Codemasters really are putting together some very good stuff lately and the Cartoon Collection is Eggactly what Codie fans need for Christmas!



The graphics are colourful and the games are all extremely playable as you enter into a variety of search and solve worlds that are archetypally codemasters. Boom, whizz, whoosh and watch out for those nasty trolls.

## scores

**OVERALL 87%**

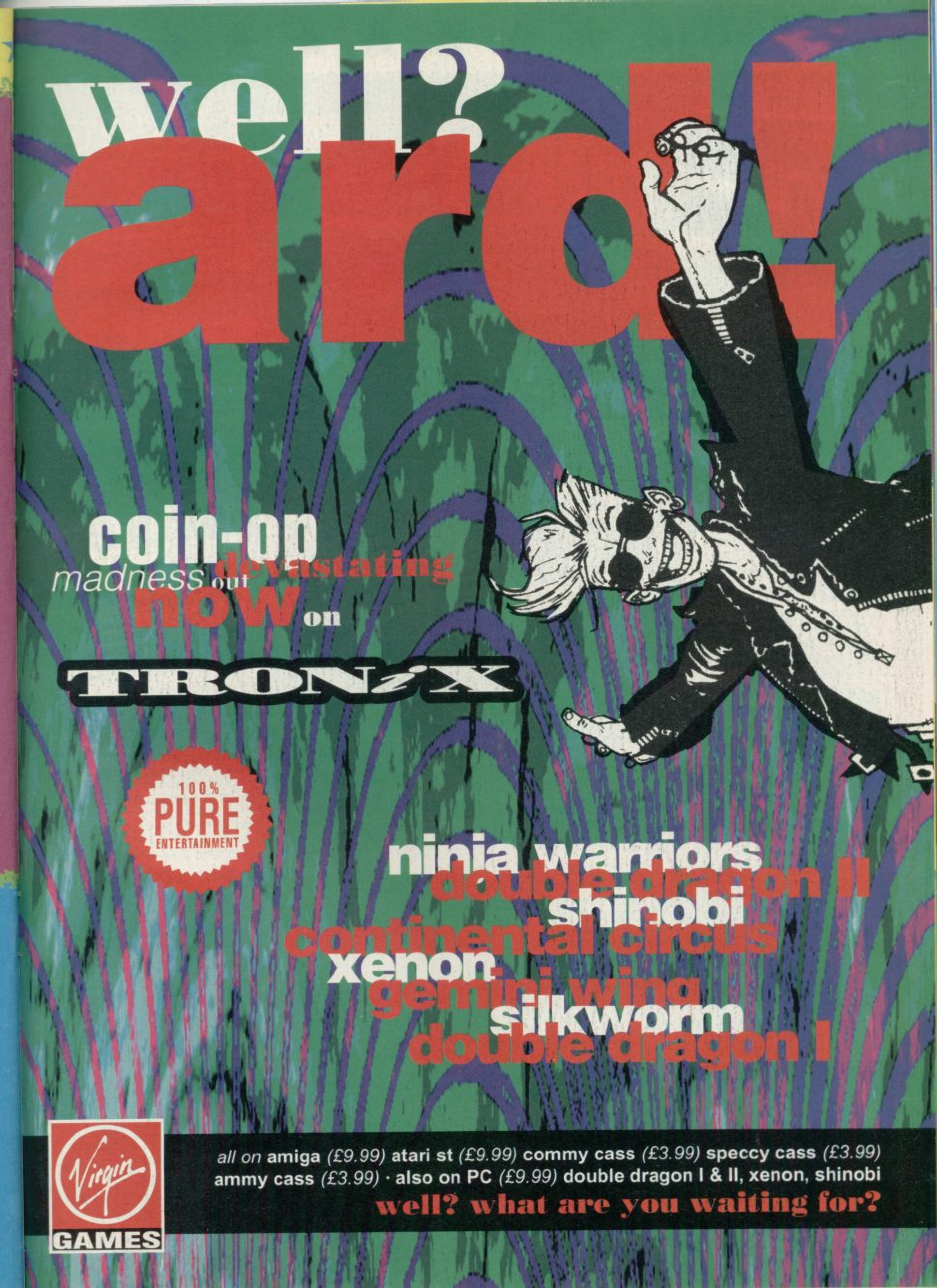
Big Al Dykes

Another really fine budget compilation from Codemasters for the festive season. Get this one along with Dizzy's Excellent Adventure and you'll be happy throughout Christmas and for a good while afterwards too.

What's up Doc? The Cartoon Collection from Codemasters wtih five excellent games all packed on it.

Apart from Seymour and Spike the collection includes the first of Dizzy's adventures, a genuine classic, Slightly Magic the story of a young sorcerer and C.J.'s Elephant Antics, the second part of which (C.J. in the USA) was also reviewed last month.




well?
ard!
coin-op
madness
devastating
out
now
on
TRONiX
100% PURE ENTERTAINMENT
ninja warriors
double dragon II
shinobi
continental circus
xenon
gemini wing
silkworm
double dragon I
Virgin GAMES
all on amiga (£9.99) atari st (£9.99) commy cass (£3.99) speccy cass (£3.99) ammy cass (£3.99) · also on PC (£9.99) double dragon I & II, xenon, shinobi
well? what are you waiting for?

GAME: Silkworm LABEL: Tronix MEMORY: 48K/128K TAPE:£3.99

# SILKWORM



*It's gripping Heli/Jeep big bang sort of stuff.*

**Take one helicopter and a jeep, mix in a truckload of fast and furious enemies and what do you get?**

(A rather strange car full of Arsenal and Tottenham supporters and one huge fan on the roof -Ed)

No, actually it's Silkworm.

A stonking good shoot 'em up that stands the test of time well. Silkworm takes place in a futuristic nuclear free zone where XR3is and SRIs are no longer in vogue and jeep mounted blasters and helicopter mounted blazers are all the rage. The jeep can shoot in two directions, forward and above. The helicopter has a similar spec except it's angled cannon shoots downwards.



The action is fast and furious. In two player mode one person controls the chopper and the other the jeep. In single player mode it plays like lightning. The graphics are well drawn and although the sound isn't Jean Micheal Jarre, the sheer blast 'em up quality of Silkworm makes it well worth a look at.

## scores

**OVERALL 83%**

**Big Al Dykes**

Pure shoot 'em up action in land or airborne form. A very fast shoot 'em up with lots of action and lastability. You won't put it down 'till you've finished.

**Garth**



*Silkworm is a fabulous shoot 'em up - even without the Tottenham supporters*

GAME: Double Dragon 2 LABEL: Tronix MEMORY: 48K/128K TAPE£3.99

# DOUBLE DRAGON 2

**Girlfriends, more trouble than they're worth! Take the case of William Lee, whose girlfriend Marion keeps getting kidnapped by bad guys and mutant meanies. Every time she gets kidnapped Billy and his brother Jimmy have to rescue her. And maahn is it difficult!**

**Garth**

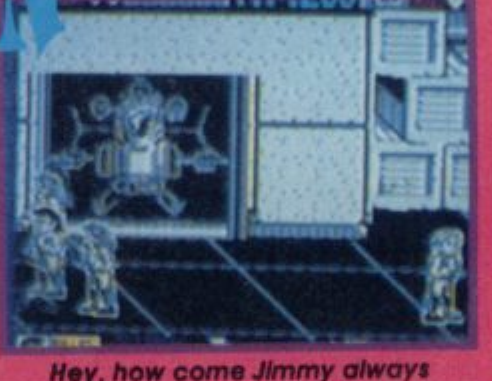


*Hey, you're right about girlfriends. Mine has just left me for some XR3i driving dude! Good job I've got DD2 to have a blast with!*

I am of course talking about Double Dragon 2. The second in the Double Dragon series of games, Double Dragon 2 has your beating your way through a thong of thugs, using a variety of moves, kicks and punches, to rescue poor Billy's bird.

The original Double Dragon was a pile of old rubbish but this one is much, much better. Unfortunately the graphics and action are really nowhere near as good as the latest game DD III (which is reviewed on pages 48-49), but it's still a really good fighting bash which comes into it's own in two player mode.

Fight it out with the Black Shadow warriors using fists, feet, chains and swords in a battle to the death. Be prepared to spend some time with this game!



*Hey, how come Jimmy always gets all the girls whilst Billy gets embarrassed in the corner?*

## scores

**OVERALL 82%**

**Big Al Dykes**

Not quite in the same class as Double Dragon 3 but miles ahead of the first game. This is a fun beat 'em up that can get a little difficultat times,

GAME:Xenon LABEL: Tronix MEMORY: 48K/128K TAPE:£3.99

# XENON



*And through the rectangular window today children is Sector One. of Xenon.*

**King of the crawling armoured thingies, Xenon has been popular for a long time and although it may have been put to one side at this stage in some people's collections, it will certainly never be forgotten.**

A true monster bash, Xenon involves devastating all comers in a large, vertically scrolling world with a powerful transformer tank capable of transmuting from hell on wheels to hell on wings, taking to the skies and picking off targets from above.

Playability is incredible but although it's Xenon's strongest point, it is also it's weakest 'cos it can actually be too difficult to finish the game without a cheat. However, it contains so much action that it doesn't really get frustrating...you can literally spend hours at the Xenon and not notice the time fly by.

Graphics are detailed but not over stunning and the sound is really rather good but as you destroy the seemingly infinite string of gun emplacements, battle tanks and alien ships in the demon world of Xenon you'll wonder why you haven't already fallen for this superb shoot 'em up.



*Here I am again. Now, did I leave the car in Sector One or here?*

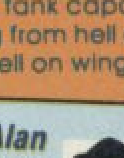
## scores

**OVERALL 88%**

**Garth Sumpter**

Xenon still captures my imagination every time I play it. The graphics look good if a little basic by today's standards but it's a game that demands every ounce of concentration.

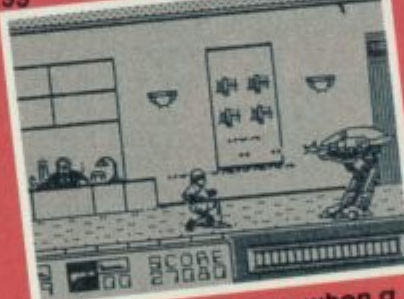
**Alan**



*What a blast! One of the first of the Bitmaps' new age games, Xenon promises to thrill.*

GAME: Robocop LABEL: Hit Squad MEMORY: 48K/128K TAPE: £3.99

# ROBOCOP




Here's what happens when a work experience robot revolts..



**Garth**

*Don't move creep! Unless of course it's to go out and pick up a copy of Robo!*

**Robocop dominated the charts for so long the whole software industry wondered if he'd ever be toppled from the charts and, although the successor Robo 2 was a good game, it didn't quite have the same appeal as the original.**

It's a long difficult game that takes place in the horizontally scrolling world of future Detroit where violence and crime rule the streets. Shoot up the punks on the streets, maul the end of level rapist in a difficult target practice excercise, match a photo-fit, destroy a drug manufacturing plant... there's certainly lots of variety in this game. And all of a violent, shoot 'em up nature.

The graphics are superbly detailed and motion is smooth. Sound is also very impressive. It's simple, if you havn't already got this classic game, go right out and get it now!



*He's above you!!" Here's a man leaning out of the window and trying to throw up on Robocop...*

## scores

**OVERALL 92%**
Big Al Dykes

Still a superb bash after nearly two years on the circuit though almost everyone must have a copy at this stage. Raw, biting shoot 'em up action which you won't regret buying.

GAME: Operation Thunderbolt LABEL: Hit Squad MEMORY: 48K/128K TAPE: £3.99

# OPERATION THUNDERBOLT



**Alan**

*I'm a bit of psycho sometimes and I like this. The graphics are excellent but control is sometimes a little too slow.*

**Roy Adams is as tough as old boots. Old army boots in fact! And that's damn tough.**

And strangely enough, Operation Thunderbolt is no pushover either.

You are as tough as old boots, (you probably smell like it too), and it's up to you to machine-gun your way past whole battalions of tooled up to the teeth tinkers who are determined to stop you in your tracks (or boots if you like), and thwart your mission which is to cause havoc and rescue hostages.

Play is excellent - you move your fire around the screen and rain death upon the massed hordes of the enemy (dakka, dakka, dakka). You can even pick up extra magazines of bullets and rockets which can be used to devastating effect. There're even medical and power packs which restore energy, Gucci bullet proof vests and designer laser sights with which to aid your progress (and show everyone what all the well-dressed trigger-pullin' psychos are wearing this Autumn).

Operation Thunderbolt is an excellent conversion from the Taito original. The game would be perfect if only you could mount a machine gun on your Speccy, but that would be very hard, harder than Roy Adams' old boots...



*Okay, hands up who lost the piccies just before deadline...*

## scores

**OVERALL 88%**
Garth Sumpter

Operation Thunderbolt is excellent. It's almost the ultimate shoot 'em up but the sluggishness of your sight mars the game. Nonetheless, an excellent game.

GAME: Stunt Car Racer LABEL: Hit Squad MEMORY: 48K/128K TAPE: £3.99

# STUNT CAR RACER

BEST SU BUDGET

**The one and only race game of the future has finally been released on a budget label. Reviewed as a full price game in December 1989, Stunt car has finally made it back onto the shelves.**

Stunt Car Racer has you in the driver's seat of a stonking great turbo charged racing car. Racing against the computer or a friend, on a track consisting of a raised bank with the race layout on top and a variety of tracks with humps, jumps and banks, you must compete to progress. But be careful - the tracks will fling amateur drivers to the ground below the track.

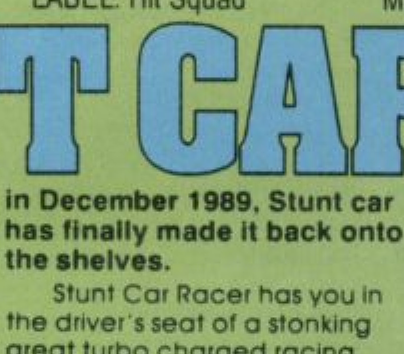
Damage is shown by a hairline fracture which slowly creeps across the rollbar. When it reaches the other side, your car is kaput and the race, for you, is over.

Stunt car racer was one hell of a racing game at full price. Now at budget, it is a game that no-one can afford to be without.

## scores

**OVERALL 97%**
Garth Sumpter

Stunt Car Racer is without doubt, the greatest ever racing game on the Spectrum and no-one should be without it. It's original, exceptionally playable and the overall effect is devastating! Nothing beats this!



*Whoops... he's off!!*



**Alan**

*Stunt Car certainly is a great game with a great sense of speed!*

LABEL: Zeppelin MEMORY: 48K/128K TAPE:£3.99

# SANTA'S CHRISTMAS CAPER

Hey ho, merry Christmas. Splat! Poor Santa has just been charged by a red toy steam train and suckered by a toy dart gun. Luckily he has almost as many lives as a cat so with some skill and more than a little perseverance, he'll still be able to deliver presents to all the waiting kiddies (Ahhhhh!)





Snow, fun and Santa, those penguins are a little vicious though!

You are Santa on his sleigh flying through the air on a wing and a prayer, flinging snowballs at dangerous flying presents and spiteful snowmen. The object of the first two levels of the game is to battle through to the city where thousands of kids are waiting for their prezzies by finishing off end of level snowmen and reindeer. Then drop presents on the sleepy houses below in the last level while nasty gremlins try to foil your plan and bring misery to childkind. (The rotters!)



The soundtrack is a sad, but seasonal version of "We Wish You a Merry Christmas" and the graphics, although cheerful and colourful cause some crazy sprite confusion.

Santa's Christmas Capers will give a few short hours of enjoyment on the big day itself then get put away for another year and the next generation of games players. Really good for the younger ones though.



**Garth**



*I believe in Father Christmas - but I couldn't believe this game - it's soooo cute. But not for your streetwise, Black Knight totin' vid kid, but should appeal to the youngsters that still believe in Santa (like me!)*

## scores

| | |
|---|---|
| GRAPHICS | 64 |
| SOUND | 53 |
| PLAYABILITY | 71 |
| LASTABILITY | 61 |

**OVERALL 64%**
Big Al Dykes

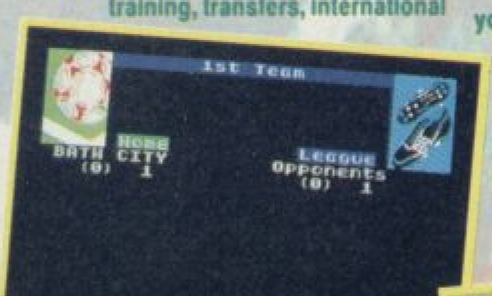
Come all ye faithful. Santa's Christmas Caper is just the sort of thing to keep your little brother away from your new remote control aeroplane on Christmas day!

LABEL: D+H GAMES MEMORY: 48K/128K TAPE:£3.99

# PROFESSIONAL FOOTBALLER

Have you got what it takes to become an international footballer? Will you rise from your humble beginnings to superstar status? Who knows? Who cares?

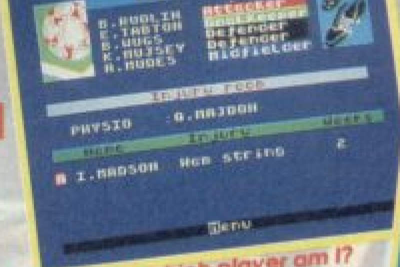
Professional Footballer covers a range of footballing features; training, transfers, international matches etc with matches comprising of a series of questions - correct answers gain stars and the more stars you have, the better footballer you become.



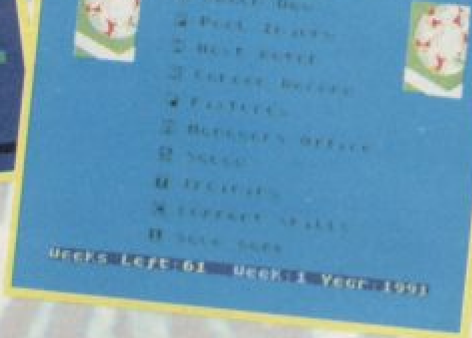

Hmm. Stunning graphics eh?..

There are many problems with Professional Footballer. It doesn't cry or get into fights in toilets, but it does repeat on you giving the feeling that you're doing the same thing over and over.

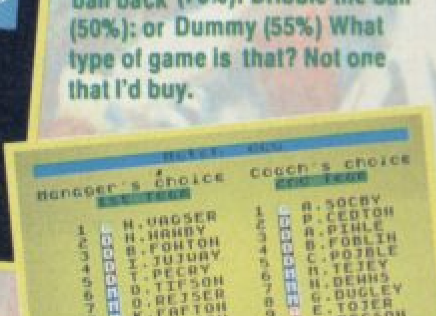
The only game descisions that you make are percentile chance questions like - "You are in the 12 yard box? What do you do? Cross the ball (60%): Pass the ball back (70%): Dribble the ball (50%): or Dummy (55%) What type of game is that? Not one that I'd buy.




Right then which player am I?

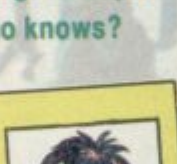


Oh, it's top class managerial type action folks!




First team or second team. Which one are you on matey?

**Garth**



*Management simulations appeal to a very special type of person, (like me!), but sadly this game doesn't keep my interest for any great length of time.*

Professional Footballer is a game with hardly any graphics, mainly text, no sound and no hope. It may appeal to a select few, but no-one else.

## scores

| | |
|---|---|
| GRAPHICS | 45 |
| SOUND | n/a |
| PLAYABILITY | 65 |
| LASTABILITY | 44 |

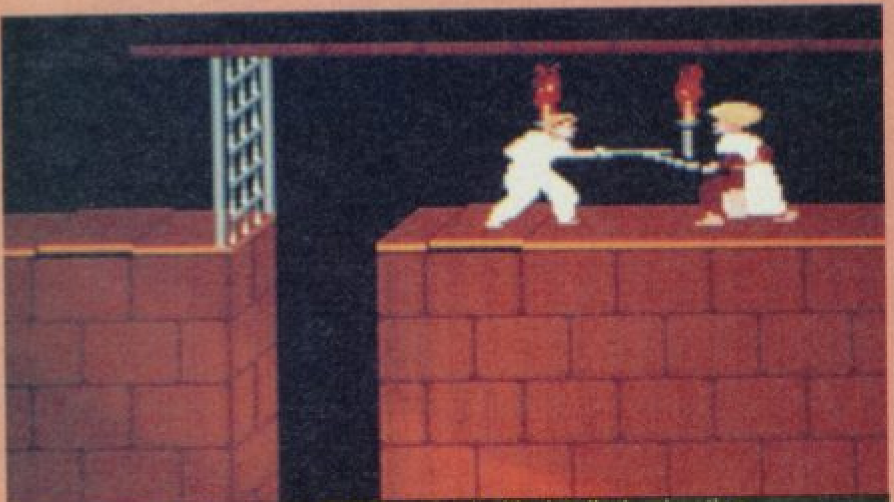
**OVERALL 50%**
John Denford

A boring, dull and dingy game that has little to offer, even to the hardened simulation fan.


THE SAM MISSION
STARDATE... SEPTEMBER 1991...
SAM blasts into hyper-sales...
LAUNCH OF THE SAM 512K!!
now includes Quizball, Word Processor, Art Package, Exploration Disk & Utilities
£199.99 price retained
PRIORITY ONE MESSAGE SAM 512K WITH ONE DRIVE STILL
£199.99
New pack includes 512K memory and fabulous 4-disk software bundle + 780K disk drive (load software in seconds!) – 128 colours – 6 channel, 8 octave stereo sound – mouse/joystick ports – MIDI – suitable for TV or monitor. SPECTRUM SOFTWARE COMPATIBILITY WITH MESSENGER OR SAMTAPE 4.
LATEST SIGHTINGS
Impatience, The Sound Machine
Splat, New Printer Interface
Pipe mania
MISSION OBJECTIVES: TO TAKE THE SAM COUPÉ TO EVERY CORNER OF THE UNIVERSE, SPREADING WISDOM, KNOWLEDGE AND PLEASURE...
KEY CREW – TEAM SAM
SAMCO...0792 700300...MISSION COMMAND
FORMAT...0452 412572...COUNSELLING.
Check out the great new 512K at any of our TEAM SAM dealers.
CAPTAIN'S LOG... UPDATED WEEKLY. PUBLIC ACCESS ON 0898 299380.
calls charged at 44p (33p off peak) per minute
GROUND SUPPORT
SRS Micro Systems – Watford
Hi-Tek – Bexleyheath
Anco – Dartford
Ealing Computer Centre – London
A & C Computers – Farnborough
Columbia Computers – Bournemouth
Estuary Computers – Southend
Computer Games Shop – Newport IOW
GC Electronics – Consett
YVJ International – Reading
Baytree Bookshop – Waterlooville
Vics Computers – Perth
Long Eaton Software Nottingham
Computer Wize – Sutton Coldfield
Microtronics – Tamworth
Daval Electronics – Peterborough
Scunthorpe Computer Centre
The Micro Shop – Glasgow
MAG Components – Birmingham
Microtech – Bury
Peterleee Computer Centre
Microtyne – Newcastle
Alnwick Computerware
Sharward Services – Ipswich
Errington Computers – Spennymoor
Bolton Computer Centre
Penny Lane Arcade – Castleford
Software Emporium – Norwich
GPS Computers – Rayleigh
The Computer Shop – Barnstaple
1234
Send a large stamped addressed envelope to Mission H.Q. for further data ... product range, software, specifications, prices and dealers.
Name ....................
Address ....................
....................
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SAM Computers Limited, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH
SAM Coupé

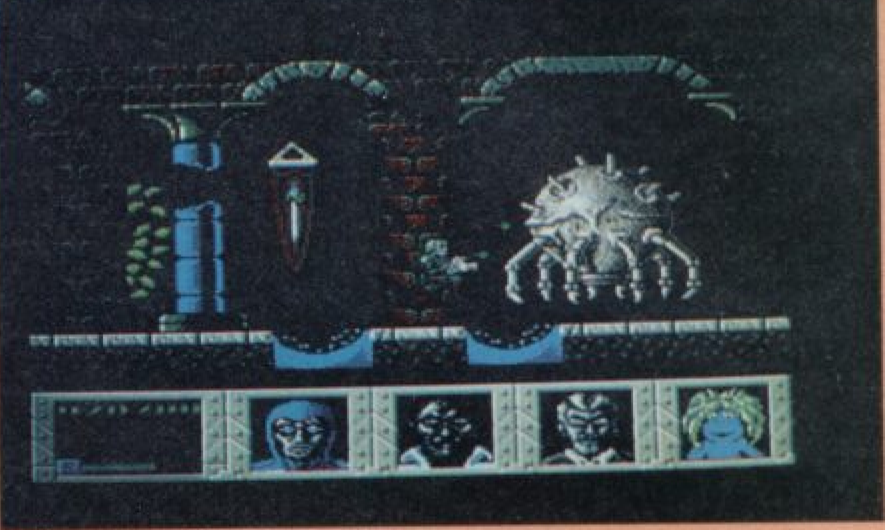
# Six of the Best!

## SAM Whoppers



The classic 16-bit game on SAM! packed with detailed animation, movie sequences, devilishly difficult obstacles to overcome and great music and sound effects. What more could you want from a game? Get **Prince of Persia** - you won't be dissapointed.

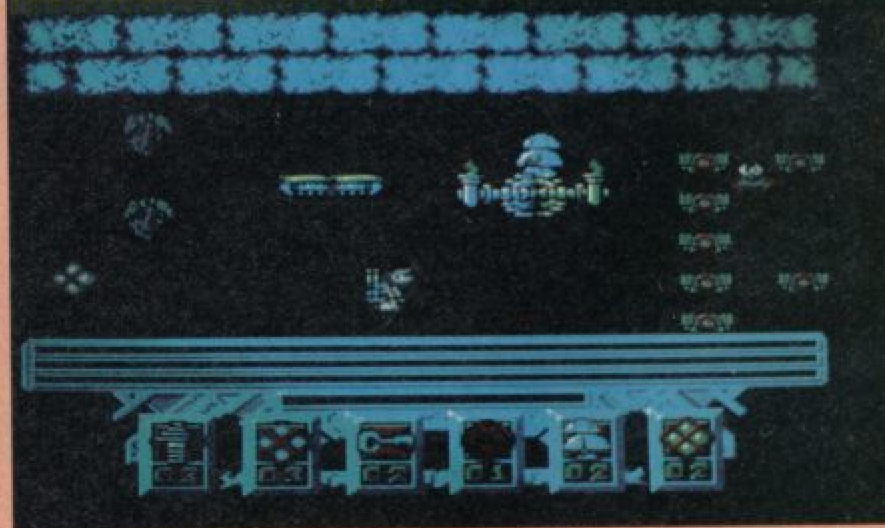
fast - paced, great sound and graphics, and some really horrid monsters to shoot. **Defenders of the Earth** was one of the first SAM games; it's still one of the best.






**Triltex** might sound a bit like budgie food, but you're going need eagle intelligence for this one. It sounds simple - match the pairs to remove them from the board. But which pairs?? Just one of two great games in **Impatience.**

Our hero goes walkabout - and fallabout and climbabout - all in search of treasure. Full of weird and wonderful shields, cushions, power jumps, and an unforgettable in-game ditty. (Turn it off if you want to keep your sanity.) Find **SAM Strikes Out** on **Mulitpack 1.**






Nobody works harder on SAM than the people at **SAM Supplement.** Every month there's a new disk full of ideas, reviews, letters, news,utilities, games, comment. Not content with that, they also publish some of the best **Mega Demos** around Call SAMCo for details.

Just see how the **SAM Mouse** runs with **Impatience The Sound Machine**, and our art package, **Flash** Considerably faster and more flexible than melted cheese, although not to be eaten.



# THE SAM SPECS



★ 512K built-in memory – double the original SAM Coupe ★ 780K internal drive – with room for a second ★ 128 colours – 4 screen modes, with up to 512 x 192 pixel resolution ★ Joystick, mouse, MIDI and network ports ★ Expansion port for further add-ons – such as printer interface, 1Mb memory ★ Connection to standard TV or monitor (with optional monitor cable) ★ Outstanding BASIC by Dr Andy Wright ★ 5 Bundled graphics package, Flash, + games and discovery software ★ Compatible with thousands of Spectrum titles (using Messenger or SAMtape 4) as well as the great new SAM software ★ 8 excellent user magazines/diskzines ★ Full 1-year guarantee

# EXPLORING WITH SAM



Maybe you're still a beginner. Maybe you've been using a computer for years. No matter which, SAM's your man if you want to get to know your computer better. And SAMCo's advice is free, from the people who know SAM best - just call 0792-700300.

Now we're releasing the first in a series of special Exploration and Discovery disks. This one is packaged with SAM and includes extracts from the Work of Fred and Enceladus. Use BIG TEXT in your programs, learn how to disintegrate as screen, or simply findout how other people achive such great effects on SAM.

# LEARNING WITH SAM



Some exciting new developments this month, First, we're making a special offer: you can get four Revelation primary education titles - Spelling Attack, Highway Code, Maths Pack 1 and The Key Press - in a single half-price pack, for £20.

And SAM is getting stronger and stronger in music. Whether you're just a beginner or an accomplished muscian, you're going to love The Sound Machine and the SAM MIDI Sequencer. There's a great new offer from SAMCo this Month. We're offering a fantastic Yamaha keyboard in a package with the MIDI Sequencer, to allow you to set up a complete recording studio in your own front room. Call SAMCo for details.

# WORKING WITH SAM



Make that computer work! Well, a computer wouldn't be a computer, would it, if it couldn't make some of those little jobs we all have to do a bit easier? And SAM's no exception.

What about word-processing? Homework perhaps, or all those thank-you letters you're just going to have to write after Christmas. Now SAM comes packaged with a new word-processor which will do the trick very nicely. And there's a new lower-priced SAM printer interface. And SAMCo will guide you on a choice of printers too, from budget-range models to sophisticated colour

# THE SAM 512K: A GREAT GAMES COMPUTER-AND MUCH MORE



# SAM PRICES

## Use this list to help you choose your SAM Products

| Product | Price | Quantity | Total |
|---|---|---|---|
| SAM512K Computer + 780K Drive | £199.99 | | |
| 2nd SAM Disk Drive | £79.99 | | |
| Printer Interface (Parallel/RS232) | £29.99 | | |
| The Messenger (network to Speccy) | £39.99 | | |
| SAM Mouse | £39.99 | | |
| 1Mb External Memory | £79.99 | | |
| Sound Sample | £49.95 | | |
| SAMBus (connect up to 3 add-ons) | £49.95 | | |
| SCART Monitor Cable | £9.99 | | |
| Dual Joystick Cable | £9.99 | | |
| SAM Parallel Printer Cable | £9.99 | | |
| Network Leads | £9.99 | | |
| Call for information on SAM printers and monitors | | | |
| SAM Dust Cover | £6.99 | | |
| Advanced Technical Manual | £15.99 | | |
| NEW: "SAM – THE REVELATION" T-Shirt | £9.99 | | |
| Parallel Printer Interface | £18.50 | | |

| Product | Price | Quantity | Total |
|---|---|---|---|
| Prince of Persia | £14.99 | | |
| Hexagonia | £9.99 | | |
| The Sound Machine | £14.99 | | |
| Impatience | £9.99 | | |
| Escape from the Robot Monsters | £14.99 | | |
| Klax | £14.99 | | |
| Pipemania | £14.99 | | |
| SAM Striek Out/Futureball | £14.99 | | |
| Sphera | £14.99 | | |
| Defenders of the Earth | £14.99 | | |
| Five on a Treasure Island | £14.99 | | |
| Football Director 2 | £19.99 | | |
| Quizball | £9.99 | | |
| Outwrite – word processor | £17.00 | | |
| SC Filer – Database | £12.50 | | |
| Budget – Home Accounts | £7.95 | | |
| MasterBASIC | £15.99 | | |
| MasterDOS | £15.99 | | |
| Comet Assembler | £29.99 | | |
| MIDI Sequencer (with cables) | £39.99 | | |
| SAMtape 4 (Spectrum emulation) | £12.50 | | |
| Spelling Attack | £10.99 | | |
| Key Press – Primary word processor | £15.00 | | |
| Primary Maths Pack 1 | £10.99 | | |
| Highway Code | £10.99 | | |
| SPLAT! | £7.99 | | |

# WHAT TO DO NEXT

Check out the list of key SAM dealers on the SAM MISSION page. If one of your favourite dealers is there, they'll be able to help. If not, your local dealer may not know much about SAM yet. Why not talk to them about it. We can always get what you want to any UK dealer within a day or two – and don't forget, if your dealer is still learning about SAM, you've always got a direct line through to us at SAMCo . . .

And if you can't find a favourite dealer, then you can order from us directly. Simply fill in the order form here (or send us a letter if you don't want to molest your Sinclair User) and send a cheque/postal order for the right amount – there's no postage charge in the UK, and VAT is included – to:
SAM Computers Ltd
Lakeside, Phoenix Way
Swansea Enterprise Park
SA7 9EH

Now, the important details

Your name:....................................

Your address (with postcode)....................
............................................
............................................
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............................................
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and (in case of a delay) your phone number.....................................



# SAM CITY

GAME:Impatience LABEL:FRED Software MEMORY:256K/512K DISK:£9.99

## TRILTEX

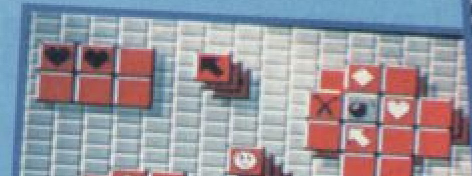
**GARTH:** Smilar to Mah Jong the game has novel elements that unfortunately do not make use of the SAM's superior graphics. The bombs don't even blow up ! A wasted opportunity!



Not more puzzle games! I hear you cry! Oh yes, but these ones are really good - (honest).

TRILTEX is the first mouse compatible game where you must match up tiles by colour and design, thus revealing tiles below them. Special tiles can also be matched up which have differing effects. These include BOMBS (destroying surrounding tiles), FLIPPERS (which once matched, swop positions), TELEPORTERS (teleport tiles to other teleporters) and TWIRLERS (rotate tiles).

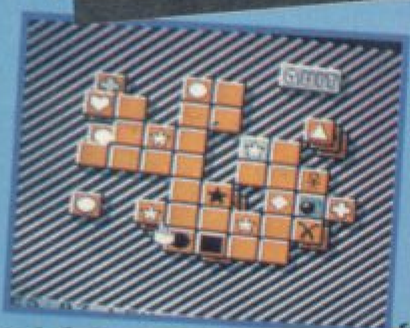
If you complete a level within a set time period, you gain extra lives and the overall feel of the game is of a 20th century Mah Jong.



Magic mouse movement with the SAM.



Smiley faces, arrows and shapes, YO!





Put this game behind bars!

### Scores

| | |
|---|---|
| GRAPHICS | 80 |
| SOUND | 81 |
| PLAYABILITY | 84 |
| LASTABILITY | 74 |

**OVERALL 81%**

Stephen Brentwood

A good game that relies heavily upon the excellent gameplay when using a mouse. No mouse - no way!

# NEWS

### CODIGO & SAMCO :

Spanish software house, Codigo Software have just gone into joint partnership with SAMCO, enforcing quality control on new SAM games. Codigo will also be producing new SAM games software soon.

### NEW SOFTWARE:

The list gets even bigger with many new and old games about to be released for review. Manic Miner has been transformed into a 90's style game, with 20 more levels than the Speccy classic (What!!! - Ed). A platform game involving Count Dracula is on it's way (but it could take some time 'cos it can only be worked on at night oooOOOOWWWwwee!) Meanwhile, the techies out there will be getting an emulation of CP-M 2.2 which should be out by the time you read this.

GAME:Impatience

## VIKING

Ever thought what you'd have done in the evenings 1100 years ago?

Chances are that you'd be playing a game of VIKING. Oh yea? Well, maybe not, but it would've kept you amused between bouts of pilaging and fighting (and THAT other thing....)

Viking is that other thing...A 900 year old board game, where you guide your King counter to a safe square at the edge of the board, avoiding being surrounded on three sides by your opponent's counters - If your King is surrounded on three sides then that's it - the King is dead, long live the King. To aid escape, you must use your small army of counters to remove enemy counters and safeguard your King's journey to safety. (Royal type fanfare and a large Hurrah!!)



Even more board game related japes!!

**GARTH:** A board game converted to computer. Unfortunately, the game isn't that involving and a very basic (for the SAM) conversion at that!



### Scores

| | |
|---|---|
| GRAPHICS | 56 |
| SOUND | 50 |
| PLAYABILITY | 87 |
| LASTABILITY | 72 |

**OVERALL 69%**

Stephen Brentwood

Fantastic pointer-driven gameplay, brilliant stereo sound, and addictiveness on both games.

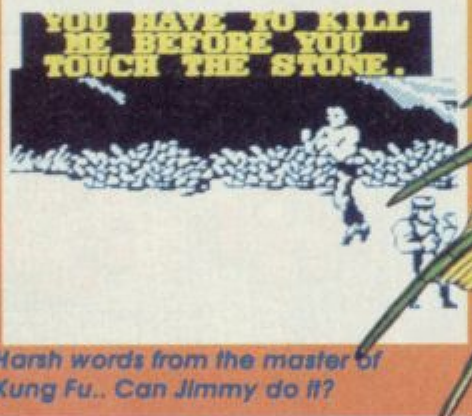
**GAME: Double Dragon 3 LABEL: Storm MEMORY: 128K TAPE:£11.99**




Ever fancied a spot of globe trotting with a pair of fab and furious fighting freaks from the free world? Well, if so Double Dragon 3 could be the answer to your yearnings. Put simply, it's absolutely fab - in a nutty, Ninja sort of way of course!

Billy and Jimmy, neither of whom are from Glasgow, have a new quest to fulfill, namely recovering the highly valuable Rosetta stones from their hidden resting place in Egypt to pay for the release of carless Marion who has been kidnapped again. Oh no, poor old Marion. (Double Dragon fans will realise that she makes a bit of habit of this). Guided by their friend Hiruko the soothsayer, they must journey through five continents and do battle with the most ferocious enemies they have ever encountered.

In Double Dragon 3 our happy heroes travel to the USA, China, Japan, Italy and Egypt and with four extension game scenarios on the last mission, this gives a grand total of nine furious all action levels. Difficulty is gradually built into the game and as you progress onto later levels it becomes more difficult to manage with only one player so the two player mode is not only very good it's very essential too!




*Harsh words from the master of Kung Fu.. Can Jimmy do it?*



*Chorlie, those samurai warriors are no match for freewheeling ninja Jimmy's frightening footwork! Watch out boys.*

异獣王

**Garth**

*Double Dragon 3 is the best looking beat 'em up that I've seen in ages. The graphics really are superb and the gameplay and action complement the detail in the screens superbly.*

Looking at Double Dragon 3 you begin to wonder why everything on the Spectrum can't be programmed as accurately and beautifully. Unfortunately the screens are all monochrome but this does mean that memory isn't wasted on colour which to be honest would make the game look messy. Other recent examples of this train of thought include



*Hmm. Should have bought*

## BIF FAX

Bruce Lee, one of the end of level guardians in Double Dragon 3, was the stage name of Lee Yeun Kam, born in 1941 and died in 1973. As one of the most respected martial arts experts in the world he popularised far eastern fighting techniques on TV and in the cinema.



*Bruce Lee kicks Jimmy in the teeth, luckily he has already lost most of them in DD1 and 2 so he can still have that steak for dinner!*

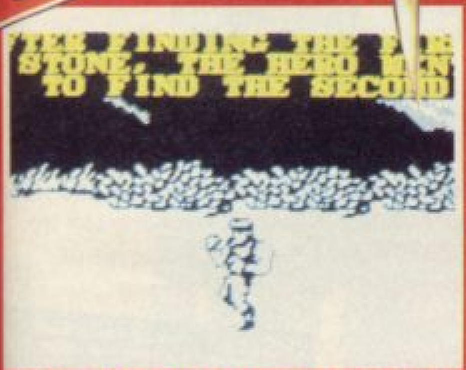
The record for world titles in Taekwondo is held by a Korean, Chung Kook-hyun who held it at light middleweight and welterweight for four years.

Karate is based on fighting techniques developed from the 6th century chinese art of Shaolin (Kempo). It was further enhanced by the people of Okinawa as a form of unarmed defence against the Japanese occupiers of their island in around the 16th century. Finally it was introduced as a sport in Japan in the 1920's.






" Nice car, shame about yer face dude..." Jimmy tells an American street punk exactly what he thinks of him. Watch out though matey, he's brought his big brothers along!



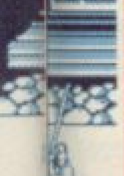

A stone is found, the quest continues.

Rodland and Pang both of which have most excellent mono graphics. The sprites here are big and very well drawn, in fact you'd almost think they were from an Amiga, which of course they are - and mahhn do they look good!

If you've seen the arcade game you'll instantly recognise all the enemies and end of level baddies which include Hell's Angels bikers, Samurai, mutant tree men and fat sumo wrestlers made of rock.



Two at a time, whack 'em both!



At the end of the game you must face the ultimate challenge and defeat the Stones' guardian - a mummy who turns out to be none other than Cleopatra (fwooor!)

Double Dragon 3 is faithful to the coin op, and has retained nearly all it's features. The action is gripping and the game lacks the sort of dodgy sprite detection and collisions that often hamper the playability of this sort of game.

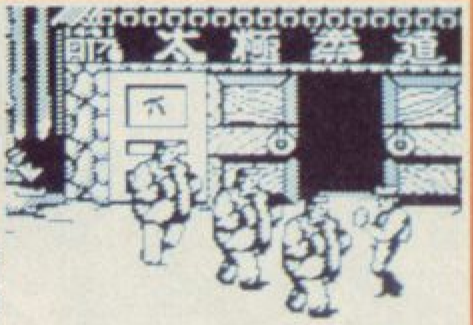
If anyone harbours doubts about the Spectrum's capabilities then show them DD3. This game's gonna kick some software butt this Christmas. Hold onto your Pizza's - the boys are back!

## Scores

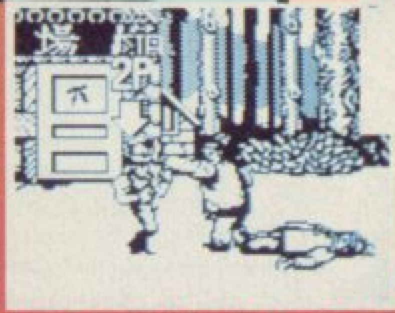
| | |
|---|---|
| GRAPHICS | 94 |
| SOUND | 85 |
| PLAYABILITY | 91 |
| LASTABILITY | 93 |
| OVERALL | 93% |

Big Al Dykes

Double Dragon 3 has to be one of the best arcade conversions I've ever seen on the Spectrum. Fast, accurate action and superbly animated sprites make it completely essential playing for beat 'em up fans. Miss it at your peril!



Ooh noo! It's the freaky fat men.



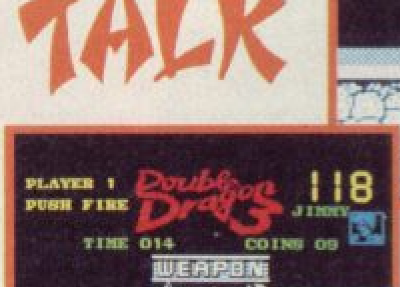
This is how to deal with heavy dudes...Hit 'em hard, hit 'em fast and knock 'em over.

## FIGHTING TALK

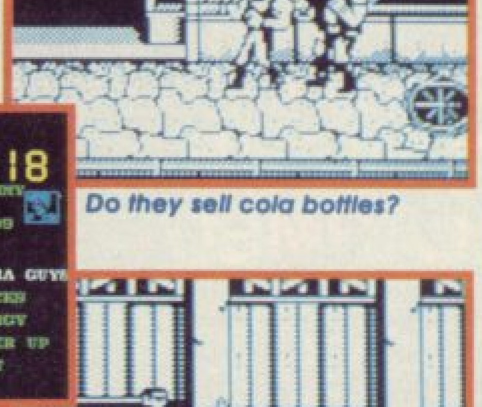
Billy and Jimmy are two radical dudes and their inventory of moves includes a pirouette kick which is both devastating to their enemies and pretty to look at especially if you're into the old Swan Lake thang. There's also a speciality shop where you can buy power ups, weapons, trick moves, lives and energy. Everything you purchase will cost money, as will repeated continues, so you'll need to build up a store of coins (by beating the baddies) to stand any chance of completing the game. Control is easy to master and although jumping maneuvers are a little slow the combat action is, in general, very fast and smooth.




Do they sell cola bottles?




Nice girly in the shop.



Do that kick, knock him off the Harley.

# other stuff




## WATER WONDER

For anyone who hasn't seen the Liquid Magic in the flesh you'll not believe your eyes. A small tap floats in mid air pouring water from its spout into a beaker. The water seems to be coming from nowhere and the mysterious effect is amazing.
£9.99




Most toy/ novelty stores
£9.99

## BOTTLE'S TOPS

O.K. Who's seen those dim little dancing flower pots? Well latest in the long line of sonic toys are the dancing Cola bottles. The bottle sways and gyrates to any sound and does all but flip its cap. If that's not enough for you spooky spooks that howl when they hear someone coming are also a novelty. Covered by the traditional white sheet they even bounce up and down on a spring just to add more of a fright. Rockin' Amigo's offer a Mexican theme to the fun as the cactus-like model sits in a pot and bops 'til the music stops.

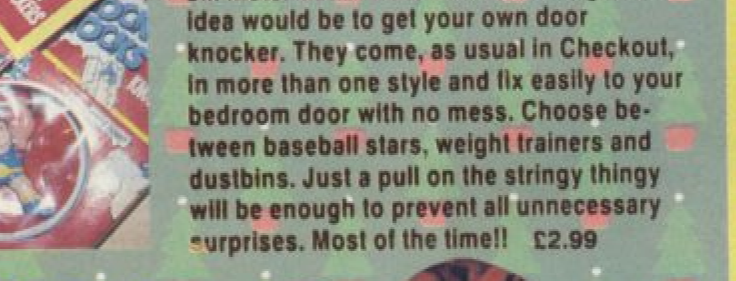



## KNOCK OUT

We all need our privacy and the last thing you want is your mum bursting in on you when you're just about to do the six meter dash to the shower. So a good idea would be to get your own door knocker. They come, as usual in Checkout, in more than one style and fix easily to your bedroom door with no mess. Choose between baseball stars, weight trainers and dustbins. Just a pull on the stringy thingy will be enough to prevent all unnecessary surprises. Most of the time!! £2.99

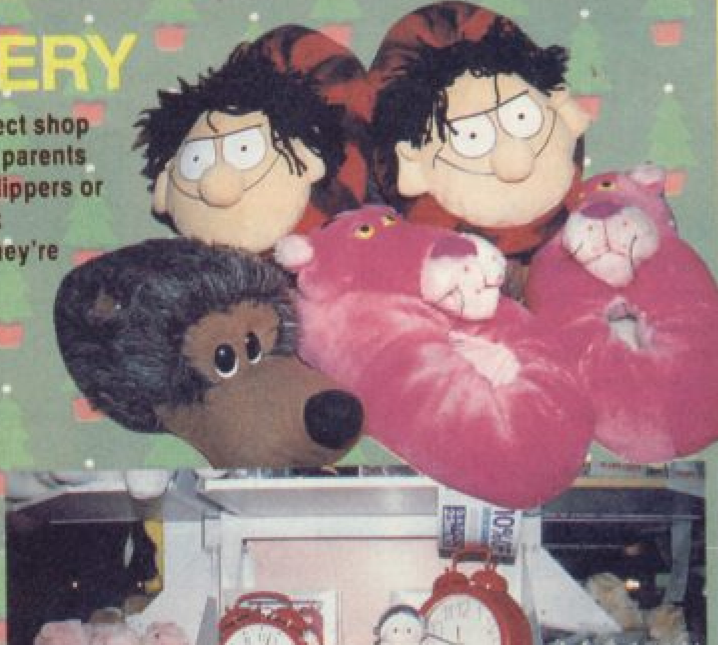
## SLIPPERY

Cuddly or menacing? The Reject shop has them both. Trouble your parents with Dennis the Menace novelty slippers or wow the chicks in super cool Pink Panthers. Whatever your choice they're both a pair of real winners.
£10.99



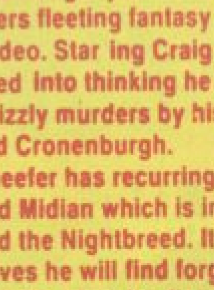
## DON'T BE ALARMED

Can't get up in the morning? Find it all a bit of a drag? Well now you can wake up in style with novelty alarm clocks. Currently in all good department stores clocks come in all shapes and sizes so why not get in and turn your time piece into a fun piece. Space men, pyramids, huge alarms, baseballs and even an egg clock that shrieks cock-a-doodle-doo.
From £4.99





# CH...



# vid...

## NIGHTBREED

Special effects fans and the older gore-masters amongst you will be pleased to hear that Clive Barkers fleeting fantasy Nightbreed is now available on video. Star ing Craig Sheefer, as a young man tricked into thinking he is responsible for a series of grizzly murders by his psychologist, played by David Cronenburgh.

Sheefer has recurring dreams of a mystical land called Midian which is inhabited by ghoulish monsters called the Nightbreed. It's only in this land that he believes he will find forgiveness for his sins and peace. However, when he discovers that the dreams he has are a reality he travels to a deserted cemetery and finds that even these people are wary of accepting him into their order. Brilliant make up effects with loads of different monsters and an especially chilling

## GUILTY BY SUSPICION

Robert De Nero plays director David Merrill in another parody on the 1950's McCarthy 'Witch Hunts' where famous film stars and show business personalities were persecuted and hunted down under suspicion of having any connection with the Com munist Party. Most accusa-




## MICKEY'S CHRISTMAS CAROL

On the lighter side Disney's adaptation of the Charles Dickens classic. The familiar story follows the underworked over-paid Bob Cratchit under the tyrannical finger of Ebenezer Scrooge. The two are played by Mickey of course and Scrooge McDuck. All the Disney characters are here including Goofy and Jiminy Cricket as two of the terrible ghosts that visit Scrocge and laughs abound as he is taken on a roller-coaster of an adventure to mend his wicked

# ECK U . T

# eos



performance from Cronenburg, more famed for his directing than acting. A highly original tale and one that actually sympathises with the monsters as outcasts from our world.



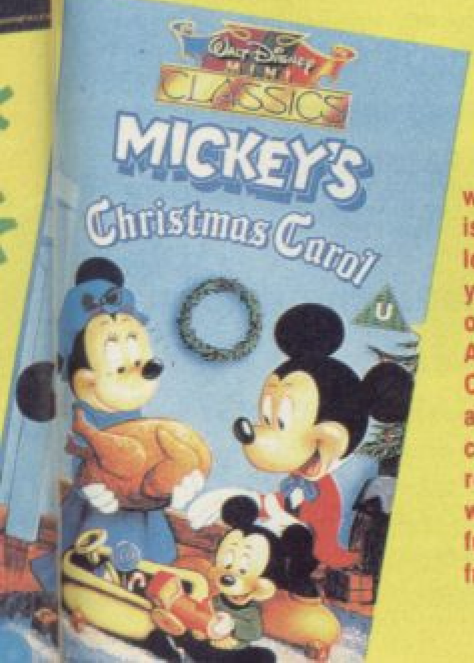

Warner Home Video £9.99

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tions were completely bogus, but once fingered the accused were 'persuaded' to point the finger at other associates or else be 'Black listed' and prevented from working. Friends turned in friends and relatives turned in relatives just to save their own positions and so a spiraling effect took place and truth was pushed into the background. The film focuses on Merrill who refuses to testify or to accuse anyone else. His stand became a scandal and highlighted the paranoia and fear surrounding the entire film industry. One of De Niro's finest performances and compelling viewing. £9.99




ways. The animation is only 25 minutes long, but it's one you'll want to play over and over again. A must for that Christmas stocking at the end of the chimney and children and adults alike will be glued to the fun up until the last frame.




## PIN UPS

Terrific toys from Tomy this Christmas. If you're a fan of pinball, and who isn't, but you haven't got enough room for the big boys' toys, these versions could be just the thing. Incorporating real bumpers, bells and buzzers they're just as much fun as the real McCoy and also run from the mains with the included transformer. If you're little brother has to share your limited bedroom space they even come in a slightly smaller size for him too.

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## WASH AWAY THE BLUES

Whilst we're talking of making things fun I bet there's not many of you who enjoy bath night when you're desperate to watch The Professionals.

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## MAZE CRAZE



Not all that's good runs on electricity though and more ball antics can be had on Tomy's Screwball Scramble. Just set the timer and guide the ball over the teetering assault course to the other end. It's going to take all your concentration to finish the race, but if you don't do it first time, you'll still enjoy the challenge.

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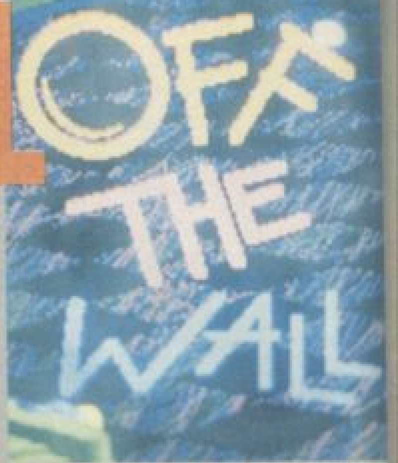
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# COIN OPS

## OFF THE WALL

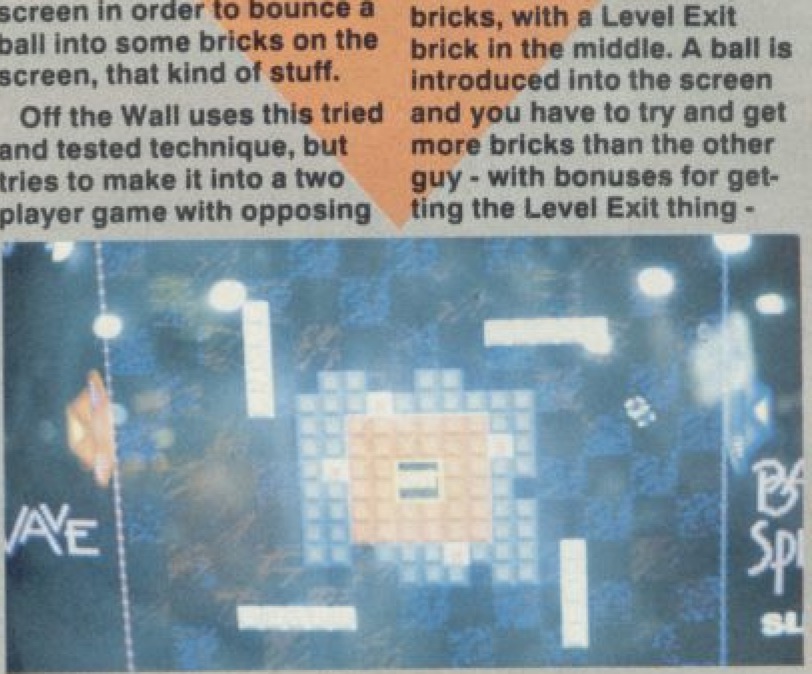
Atari




Funny chaps, Atari. At the same time as coming up with something as fab as Steel Talons, they also push out a Breakout varient. Breakout? Yup - you know, moving the paddle across the screen in order to bounce a ball into some bricks on the screen, that kind of stuff.

Off the Wall uses this tried and tested technique, but tries to make it into a two player game with opposing paddles on the left and right hand vertical sides of the screen, which the players move up and down with a joystick.

Meanwhile, in the middle is a hollow shape made up of bricks, with a Level Exit brick in the middle. A ball is introduced into the screen and you have to try and get more bricks than the other guy - with bonuses for getting the Level Exit thing - with you loosing a life if the ball goes off the screen on your side.



Quite straightforward, simple gameplay - with some power-ups involved to add some spice - but the end result is something that is, actually, quite dull. Expandable up to three players, if maybe it was up to four it would be worth a go - as it is, you'll find better homes for your dosh than this coin-box.

**Addict Factor 72**

★★★★★★★★★★★★★

Ding dong, Christmas is here and so is John "Spare Change" Cook, erstwhile Santa impersonator and belisha beacon with yet another sackload of coin-ops including BATMAN the pinball game, DRIFT OUT and WRESTLEFEST, the WWF big bash....

★★★★★★★★★★★★★

## WWF WRESTLEFEST

Technos




Satallite TV has done a lot for British culture - bring on the Simpsons (natch) and check out the Boys from the Hall on the new comedy channel. But most of all, we have now been graced with WWF - or World Wrestling Federation to you.

British wrestling was featured on TV for many years - but was about as interesting as watching your brother pick his nose with a ferret and had as much glitz as a night down the Rovers Return. Yawn...

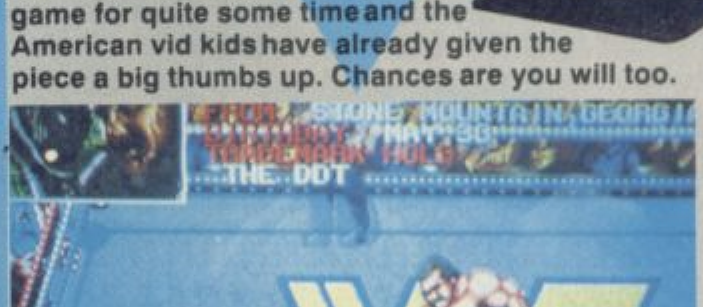
American Wrestling, however, is brill - with ready-to-wear Heroes and Villians, all astonishingly muscled and ready to shout loudly at each other at the drop of a hat - or the cue of a camera. Luv it, doncha just? Now you can wrestle away with the coin-op.

Technos has gone to the trouble - and no doubt vast expense - to actually licence the WWF name and the characters but this hasn't meant that they've skimped on the game play front, as WrestleFest is brill.

All your fave WWF chaps are there, from that nice Mr Hulk Hogan to that unplesant Mr Animal of the Legion of Doom. Wouldn't invite him to tea with my Gran. She'd kill him. Four player gameplay is possible with either tag team option of a 'last one to twitch wins' scenario of the Battle Royal.

With each player having their own strengths, weaknesses, special moves and make-up artists, Wrestlefest certainly has the legs to continue to give you a good game for quite some time and the American vid kids have already given the piece a big thumbs up. Chances are you will too.





Kaneko

# B. Rap Boys

Kaneko are a small outfit as coin-op companies go, but they do seem to be able to come up with the goodies - if slightly quirky ones - this time with a nice jumpy-jumpy varient called B Rap Crew.

Following on from the awesomely hip DJ Boy, B Rap Crew uses the same wacky but chunky graphics to jolly good effect.

Using only a joystick, two fire buttons and your brain, you horizontally scroll smoothly across the city landscape in order to generally give the bad guys hell, all whilst riding a skateboard, mountain bike or rollerskates.



The action is wildly surreal and comic - from mean looking rastas to scantily clad bimbos - this is game that is not only entertaining in itself, but an education for life. Play it!



ADDICT FACTOR 84

# BATMAN

## the Pinball table

Last month we saw the Terminator II pinball table - and this month there's even more to get excited about with a new Batman pin from Data East.

This is definately a bit harder than T2, but after a little bit of practice, you'll soon find that the major shots aren't that hard to make - varied though they are. There are ramps (the Batcave), skill shots and a world allocation of drop downs - all orchistrated to a vast wall of sound and voice effects that come screaming at you across the playfield.

Go for it flipper fans and remember - don't press both buttons at once, will you?



PIN FACTOR 85

# DRAGON'S LAIR II

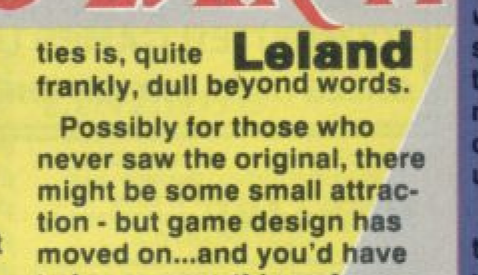
Leland

There's no doubt that the original Dragon's Lair was completely fab, brill, and super - but that was, what, seven years ago. Now Leyland has come up with the exciting idea of pushing out the sequel - again with the cartoons done by the Sullivan Bluth team.

Trouble is, although the animation is of the same high quality and the scenario is new, improved and upgraded - the gameplay follows exactly the same lines at it did before.

Sequences of animation are bought up onto the screen and you get a small launch window in order to push the joystick left, right, up , down or press fire. At these decision points the machine either takes you on to the next sequence in the game, or kills you horribly. This was fun in the early eighties - but in the early nineties is, quite frankly, dull beyond words.

Possibly for those who never saw the original, there might be some small attraction - but game design has moved on...and you'd have to be on something of a nostalgia trip in order to get anything worthwhile out of this effort.



ADDICT FACTOR 53

# DRIFT OUT

American Sammy

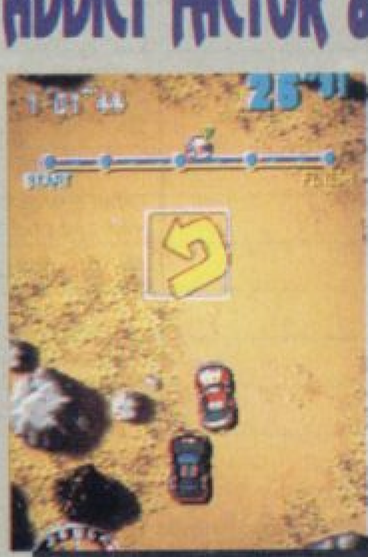
Anyone out there remember Buggy Boy? Mighty damn fine game it was too, with an eight-way scrolling screen and your car stuck in the middle of it, traversing a race course - or at least a bit of it at a time, consisting of unexpected twists and turns.

Well, now Sammy has turned up with a true 90's version of this game format, with Drift Out. This is a rally-based scenario as you pick a car is will effect the performance and roadholding of your vehicle and rush off into the wild blue yonder.



ADDICT FACTOR 85

The action is very fast, particularly considering that that whole screen is rotating around the centrepoint of your car. Controls are with joystick and fire button for the gas pedal. Fast reactions are needed and you'll find it takes a few goes to even get to the end of the first section - but you'll be coming back for more, such are it's excellent qualities. Fun, fun, fun - and another thumbs up for those nice people at Sammy.



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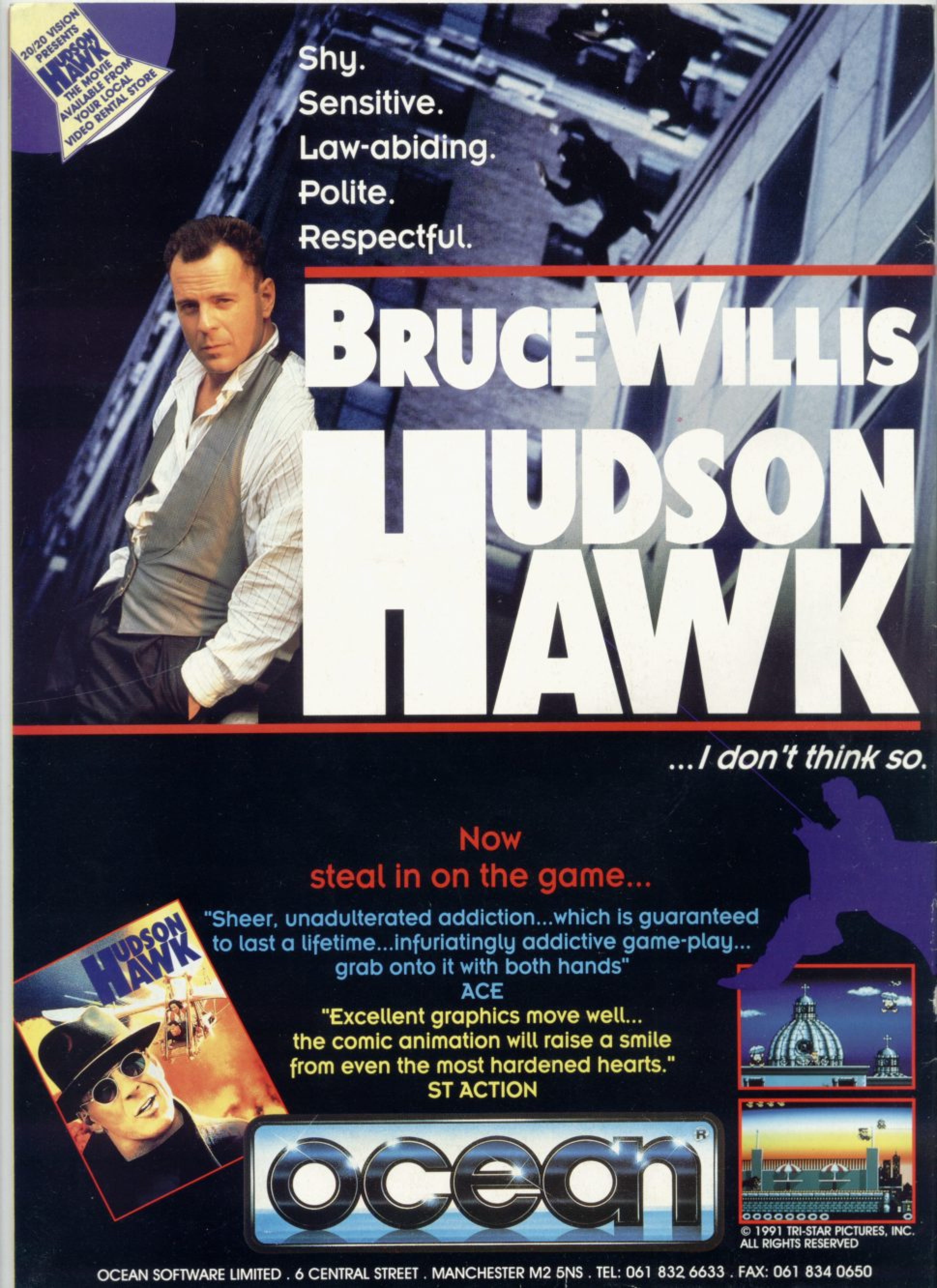
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